WHITE DWARF

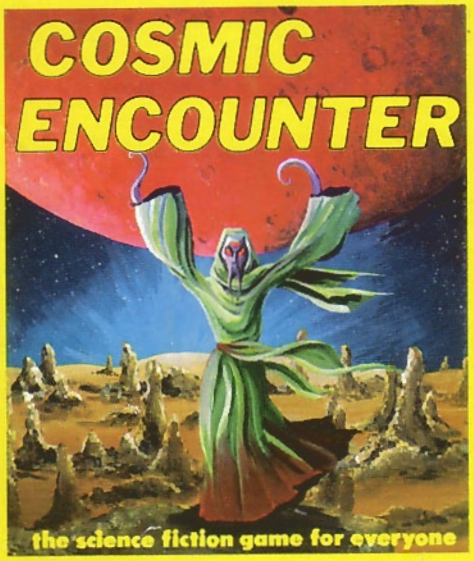
THE SCIENCE FICTION & FANTASY GAMES AND MINIATURES MAGAZINE

No. 29
75p
U.S.A. $3.00
Canada $3.50
Australia $3.50
Printed in England

THIS IS, OF COURSE, IMPOSSIBLE
Time Travel in AD&D

WEED WAR
Traveller Scenario

FUTURE PASTIMES - TODAY



In **Cosmic Encounter** you become one of 15 Aliens — challenged to think like an Alien and respond to other Aliens, each with a **unique power**. You start on a home planet system and expand toward universal dominance.

Other alien intelligences stand in the way. Some might become your allies, and with others you can make beneficial deals. But some will oppose you with all the strength of their mysterious powers.

To aid you in this quest, you will have your own unique, special power. How cleverly you use it in each encounter will shape your cosmic destiny.

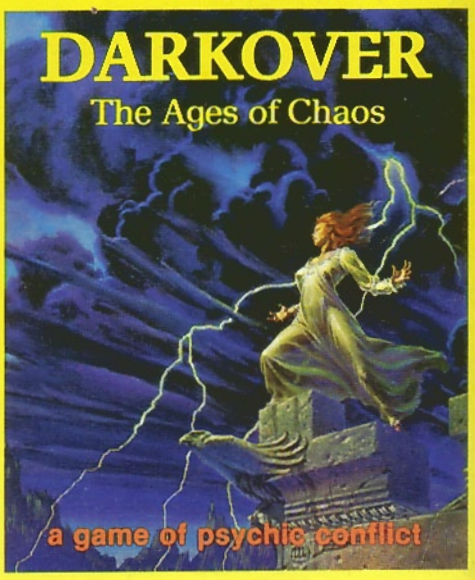
The countless Alien combination make each game an entirely new experience. Shifting alliances and fast-paced action keeps everyone intently involved.

Be warned: This is a highly social game. You won't want to put it back in the box.

Expansion Set 1: Contains pieces for a fifth player and 10 new Aliens.
Expansion Set 2: Contains pieces for a sixth player and 10 new Aliens.
Expansion Set 3: Contains nine new cards and 15 new Aliens.
Expansion Set 4: Contains 50 Flares and rules for 7 and 8-player games.
Expansion Set 5: Contains 100 Moons (especially enhancing 2-player games).

Expansion Set 6: Contains 10 new Aliens and the Cosmic Economy — Lucre!
Expansion Set 7: Contains 14 new Aliens

• For 2, 3, or 4 players. • Short, clear rules • Average game, 45 minutes



On a beautiful alien world, a race of telepathic humans control elemental energies which can destroy their planet in this game based on the best-selling novels of *Marion Zimmer Bradley.*

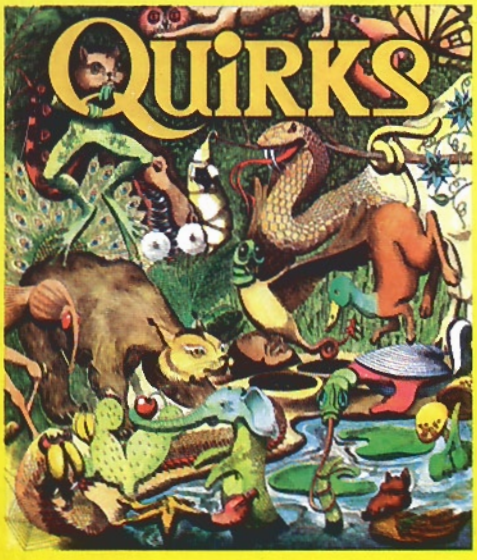
In **Darkover**, players compete in fierce psychic struggles, and seek revenge by hurling deadly forces from the Overworld to destroy their enemies.

Daring strategies and unique psychic gifts lead to quick reversals of fortune, and players conceal their own feelings while luring their opponents into dangerous emotional outbursts.

The mysterious Ghost Wind unleashes bizarre human behavior and threatens to reveal players' secret desires. But mounting tensions are suddenly resolved in outbursts of laughter.

Darkover is both true to the spirit and text of Ms. Bradley's novels, and a new, exciting game on its own merits.

• For 2, 3, or 4 players • Short, clear rules • Average game, 1 hour



QUiRKS are hilarious-looking plants and animals you will create in this game of unnatural selection. Can you adapt yours to prevail in the rapidly shifting environments?

Icy forests, dry plains, sweltering deserts, steaming jungles, and oceans will test your **QUiRKS'** ability to survive. Traits valuable in one setting may be useless in another. New creatures constantly threaten to displace older, dominant ones.

Versality, bluff, luck and thoughtful strategy are required for your **QUiRKS** to thrive (and to force your opponents' into extinction).

Based on simple evolutionary principles, this game of humor and sudden upset appeals to young and old alike. Full color graphics on the 108 traits provide thousands of possible creations — making it interesting and fun for everyone. The strategic timing and balance make it a challenge for the most dedicated gamer.

Special solitaire rules provide an exciting 1-player game.

Simplified children's rules (7 to 11 years) provide a quick but stimulating introduction.

Expansion Set 1: Contains 36 new plant and animal traits and new climate ratings.
Expansion Set 2: Contains 36 new plant and animal traits and new climate ratings.

• For 1, 2, 3, or 4 players • Short, clear rules • Average game, 45 minutes

Cosmic Encounter, Darkover and Quirks are distributed in the UK by Games Workshop Ltd and are available in all good games and hobby shops.

GAMES WORKSHOP LTD

ALL MAIL ORDERS TO: 27/29 SUNBEAM RD., PARK ROYAL, LONDON NW10. TEL: 01-965 3713. ACCESS & BARCLAYCARD WELCOME. **MAIL ORDER CHARGES:** UK— Please add 55p p&p for orders under £6.00. Orders over £6.00 post free; EUROPE — Please add 20% p&p; OTHER OVERSEAS — Please add 33% for surface, or 50% for airmail. ORDERS DESPATCHED WITHIN 7-14 DAYS UNLESS OTHERWISE ADVISED. **TRADE ENQUIRIES WELCOME.**

SHOPS: 1 DALLING RD., HAMMERSMITH, LONDON W6. TELEPHONE: 01-741 3445
MONDAY — SATURDAY 10.00-5.30.
6 ST. JAMES'S SQ., MANCHESTER M2
TELEPHONE: 061-832 6863.
MONDAY — SATURDAY 9.30-5.30
UNIT 37, BIRMINGHAM SHOPPING CENTRE, BIRMINGHAM, B2
TELEPHONE: 021-632 4804.
MONDAY — SATURDAY 9.30-5.30

DUNGEONS & DRAGONS

Basic Set - complete for beginners. . . .£8.50
Expert Set (levels 4-7) £8.50
Basic Rulebk .£3.95 Expert Rulebk £3.95
ADVANCED DUNGEONS & DRAGONS
Monster Manual £8.50
Fiend Folio £8.50
Deities & Demi-gods. £8.50
Players Handbook. £8.50
Dungeonmasters Guide. £9.95
BASIC DUNGEONS & DRAGONS MODULE
B1: In Search of the Unknown. £2.95
B2: Keep in the Borderlands £3.50
. . . . . .EXPERT D&D MODULES . . . . . .
X1: Isle of Dread (Wilderness) £3.50
. . . . ADVANCED D&D MODULES. . . . .
T1: Village of Hommlet (Intro. level) .£2.95
L1: Secret of Bone Hill (level 2-4) . . .£3.50
SLAVE LORD TOURNAMENT SERIES:
A1: Slave Pits of the Undercity £2.95
A2: Secret of the Slavers Stockade . . .£3.50
A3: Aerie of the Slave Lords £2.95
A4: Dungeons of the Slave Lords £3.50
. . . .COMPETITION LEVEL SERIES . . . .
C1: Hidden Shrine of the Tamochan. .£3.95
C2: The Ghost Tower of Inverness . . .£2.95
. . . . . DUNGEON SCENARIOS. . . . . .
D1: Decent into Depths of the Earth. .£1.75
D2: The Shrine of the Kuo-Toa £1.75
D3: The Vault of the Drow. £2.25
. . . . . CASTLE SCENARIOS . . . . . .
G2: Frost Giant Jarl. £1.25
G3: Hall of the Fire Giant King £1.25
I1: Forbidden City (Tournament level) £3.50
WORLD OF GREYHAWK & SCENARIOS
World of Greyhawk £6.50
S1: Tomb of Horrors £2.95
S2: White Plume Mountain (levels 5-10) £2.50
S3: Expedition to Barrier Peaks £4.95
APPROVED D&D SCENARIOS (BASIC):
Caverns of Thracia. £4.50
Trial by Fire. £2.99
The Illhiedrin Book £2.99
Mines of Custalcon £2.95
Survival of the Fittest. £2.50
Temple of Ra. £1.50
Tower of Indomitable Circumstance £3.50
The Dragon Crown £1.25
APPROVED D&D SCENARIOS (EXPERT):
Verbosh. . . . .£4.50 Tegel Manor. .£3.95
Treasure Vaults of Lindoran £2.99
The Portals of Torsh £2.99
Portals of Irontooth. £2.99
Skulls & Scrapfaggot Green. £2.95
Thieves of Fortress Badabaskor £1.99
Under the Storm Giant's Castle £1.99
Quest for Lara's Tower. £1.99
Escape from Astigar's Lair. £1.50
APPROVED D&D SCENARIOS (Advanced):
House on Hangman's Hill (intro. level).£2.99
City State of the Invincible Overlord. .£6.50
Furioso (Tournament Adventure). . . .£4.95
Inferno - adventure in Hell itself. £3.95
Dark Tower (levels 7-11). £3.95
The Maltese Clue (tournament dungeon)£2.95
Portals of Twilight. £3.50
Modron (Water/Wilderness scenario) . .£2.50
Zienteck (Wilderness/Dungeon Adv.). .£2.50
GenCon 1X (levels 6/7 or 8/10) £2.35
Operation Ogre (Tournament Dungeon)£2.25
The Citadel of Fire £1.99

. . . WILDERNESS CAMPAIGN AIDS. . . .
Contain campaign maps, No. shown thus (x), + details of towns, encounters etc. . . .£6.50
Wilderlands: High Fantasy (10) £6.50
Wilderlands: Fantastic Reaches (4) . . .£6.50
Fantastic Wilderlands Beyond (4). . . .£6.50
Wilderlands: Magic Realm (4) £6.50
Spies of Lightelf: 3 villages, 25 A4 maps, encounters and history. £3.50
City of World Emperor: City map + 2 campaign maps and city population £8.95
Book of Ruins: 10 mini-dungeon scenarios playable in 1-4 hours. Levels 1-14. . . .£2.99
Treasure Maps 1: 5 mini-scenarios. . . .£2.95
Treasure Maps 2: 5 mini-scenarios. . . .£2.99
Frontier Forts of Kelnore: Excellent scenario generation system for any level . .£1.99

TRAVELLER

Science fiction role-playing in the far future.
TRAVELLER (Boxed Set) £5.95
RULES SUPPLEMENTS: Mercenary. .£2.95
High Guard (2nd Edition) £2.95
SUPPLEMENTS: 1001 Characters. .£1.95
76 Patrons . . .£1.95 Citizens. £1.95
Animal Encounters £1.95
The Spinward Marches £1.95
NEW — NEW — NEW — NEW — NEW — NEW
Traders & Gunboats. £1.95
Fighting Ships. £1.95
TRAVELLER DOUBLE ADVENTURES:
Shadows/Annic Nova. £2.50
Bright Face/Mithril £2.50
The Argon Gambit/Death Station. . . .£2.50

TRAVELLER ADVENTURES (Scenarios)
Kinunir . . . . .£2.50 Leviathan. . . .£2.50
Twilight's Peak £2.50
Trillion Credit Squadron. £2.50
GAMES COMPATIBLE WITH TRAVELLER
Mayday. . . . .£4.95 Snapshot £6.95
Azhanti High Lightening. £17.95
Fifth Frontier War: Fast-moving simulation of Zhodani/Imperium war; starships squadrons & battles, troop units + worlds at war. .£11.95
Invasion Earth: Final battle of the Solomani Rim War £8.95
Marooned/Marooned Alone. £2.50
Library Data A-M £1.95
MAGAZINE MAGAZINE MAGAZINE
Traveller's Journal (No 10): Quarterly. £1.50
Best of Journal: Items from Nos 1-4. .£2.95

TRAVELLER — APPROVED PLAY AIDS
50 Starbases: Details of Starbases necessary to any spacefaring culture. £4.50
IISS Ship Files: 6 new star ships, alien and Imperial - fully detailed with some leads to possible adventures £1.95
Personal Data Files: Player character record sheets (pads of 50). £1.99
Starship Lay-out Sheets: Specially gridded 2-colour, A4 sheets for designing and drawing-up starships to 15mm miniatures scale (Pad of 50) £1.99
NEW — NEW — NEW — NEW — NEW
Merchants & Merchandise £1.95 Sorag £1.95
Scouts & Assasins £1.95 Beyond . .£1.95
Vanguard Reaches. £1.95
Ship's Papers £1.50
System Data Sheets £1.50

TRAVELLER — APPROVED PLAY AIDS
Referee's Screen: Shield with tables . .£1.75
Traveller Logbook: Starship records . .£1.99
Starships & Spacecraft: Deck plans . . .£4.25
Ley Sector: Detailed sector with map .£3.50
Astrogator's Chartbk: Mapping system. £2.95
Encounters in Corelian Quadrant: 4 starships detailed with NPC crew £1.99
Encounters in Ventura Quad: As above £1.99
Encounters in Phoenix Quad: As above £1.50
NEW — NEW — NEW — NEW — NEW
Tethys: 15mm starship deckplans. . . .£3.95
Fenris: 15mm starship deckplans £5.95
Leander: 15mm starship deckplans. . .£3.95
King Richard: 15mm starship deckplans £7.95
Glimmerdrift Reaches: New sector detailed with map. Links with *Ley Sector* £3.50
Navigator's Starcharts: Mapping aid . .£3.50

TRAVELLER — APPROVED SCENARIOS
Tancred: Adventure among rebel forces £4.50
Dra'k'ne Station: Mission inside asteroid £3.50
Darthanon Queen: Save the ship! £2.50
Port Xanatath: Adventures in Pirate den. £3.95
Pen-Latol's World: Survey alien planet. £5.95
Nystalux: Adventure on alien world . .£3.95
Geptorem: Pirate's asteroid hideaway .£3.95
Mission to Zephor: Adventure on alien planet to rescue kidnapped official. £3.95
Hydronaut: Alien planet adventure. . .£5.95
NEW — NEW — NEW — NEW — NEW
Doom of the Singing Star: Massive adventure with 15mm deckplans & many scenarios. £8.95
Nithus: Planet adventure setting. £3.95
Lomodol V: Planet adventure setting. .£3.95
Sapies: Planet adventure setting £3.95
Wabor-Parn: Planet adventure setting .£3.95

RUNEQUEST

RuneQuest: Fantasy role-playing; the box contains rules, *Apple Lane* scenario, monster book, dice, character sheets + *Basic Role-Playing* £8.95
RuneQuest Rulebook £5.95
SCENARIOS — SCENARIOS — SCENARIOS
Apple Lane £3.95
Snake Pipe Hollow. £4.50
Broken Tree Inn £2.95
Duck Tower . .£4.50 Duck Pond. . .£4.50
Hellpits of Nightfang £1.99
City of Lei Tabor: Complete city £4.95
NEW — NEW — NEW — NEW — NEW — NEW
Griffin Mountain: Massive wilderness campaign with over 100 scenarios £11.95

PLAY AIDS — PLAY AIDS — PLAY AIDS
Foes: Pre-rooled adversaries. £8.95
RuneQuest Shield £1.99
Cults of Prax: Cult-by-cult guide to the basis of *RuneQuest* magic. History, references, illustrations and maps. A key document £8.25
The Gateway Bestiary: Monsters from legend & literature to expand your campaign . £8.25
Plunder: 640 pre-generated treasure hoards plus 43 magical treasures of Glorantha. £4.50
RuneMasters: 45 Rune Lords, Priests and Lords-Priests of the cults complete with spells, experience, bound-spirits, treasures etc £4.50
NEW — NEW — NEW — NEW — NEW — NEW
Cults of Terror: The book of the bad guys of Glorantha detailing the cults of nine deadly deities. Presented in the same clear format as *Cults of Prax* £7.50

OTHER ROLE-PLAYERS & SCENARIOS
Gamma World: Post-holocaust USA . .£7.95
Legion of Gold: *Gamma World* scenario £2.50
Boot Hill: Hot shots in Wild West. . . .£7.95
Mad Mesa: *Boot Hill* scenario. £2.50
Top Secret: Bond-style espionage. . . .£7.95
Rapidstrike: *Top Secret* scenario £2.50
En Gardel: Chivalry & swordplay. . . .£2.95
Superhero 2044: Comic-book heroes. .£3.95
Hazard: *Superhero 2044* scenario. . . .£1.50
Basic Role-Playing: Easy-to-learn & play introductory fantasy role-playing game - ideal intro to *Runequest* or others . . .£2.99
Temple to Athene: Fantasy role-playing scenario usable with any system. £3.50
Mountain of Mystery: FRP scenario. . .£3.50
9 Doctrines of Darkness: FRP scenario . £3.50
9 Doctrines of Darkness II: FRP scen. .£3.95

OTHER ROLE-PLAYERS & SCENARIOS
NEW — NEW — NEW — NEW — NEW — NEW
The Arduin Adventure: New revamp of old favourite; box contains: basic rules, adventure, dice, character sheets & artifact cards .£7.95
Arduin Adventure Rulebook £5.95
The Arduin Trilogy: The original three books in boxed set for advanced players. . . .£13.95
Free City of Haven: Huge city campaign for use with any FRP system £10.95
Nightmare Maze of Jigresh: First scenario for use with *Empire of Petal Throne* £1.50
Champions: Comic hero role-player . .£6.95
Stormbringer: Role-player based on the *Elric* series; boxed. £15.95
Iron Wind: Detailed area of fantasy world with natives, dungeons, poison & herbs, weather charts + more for any FRP system . . .£6.50

DICE — DICE — DICE — DICE — DICE
Opaques: Dice in brightly-coloured, opaque, hi-impact plastic:
D4 . . 50p D6 . . 50p D8 . . 50p
D10 . 50p D12 . 50p D20 . 50p
Precious Gems: Dice in brightly-coloured, hi-impact, transparent plastic - real beauties:
D4 . . 60p D6 . . 60p D8 . . 60p
D10 . 60p D12 . 60p D20 . 60p
Small Gem Dice:
D4 . . 50p D6 . . 50p D8 . . 50p
D10 . 50p D12 . 60p D20 . 50p
Dice Marker Set: For colouring-in the numbers on the above hi-impact dice. £1.50
Dice Maze: Perspex tower for tumbling dice down - enlivens throwing the dice. . . .£7.50
2D10: Two percentile dice. 50p

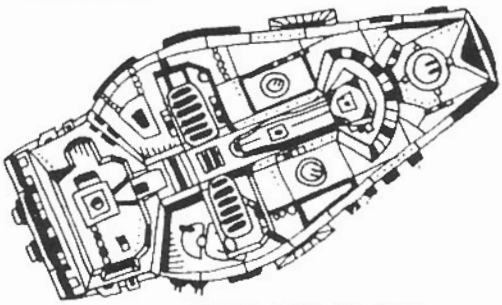
. . GAMES FROM GAMES WORKSHOP . .
APOCALYPSE: To survive the game of nuclear empires you will need a ruthless streak as well as diplomatic skill £7.95
DR. WHO: You & up to 6 other players can hunt across space for the key of time .£7.95
VALLEY OF THE FOUR WINDS: The classic swords & sorcery game £7.95
WARLOCK: Game of duelling wizards £7.95
NEW — NEW — NEW — NEW — NEW
QUIRKS: The game of un-natural selection in which players create organisms - Quirks - fit to survive both the climate & other Quirks. Only. £5.95
Quirks expansion kits 1&2 . . . . £3.95 each
TOWERBLOX: The suspense building game that demands of it's players both strategy & a steady hand £5.95

. . . . . DWARFSTAR MINIGAMES . . . . .
BARBARIAN PRINCE: The SOLO fantasy boardgame, with programmed rules & encounters that will let you begin to play, almost as soon as you open the box . .£4.50
DEMONLORD: A game of strategy, that features armies & battle magic, as well as neutral powers who may tip the scales in favour of either player £4.50
STAR VIKING: A game of interstellar raiding & plunder. The 12 mapboard tiles & unusual rules for arms & planet technology make every game different. For two players £4.50
OUTPOST GAMMA: Can 10 Imperial troopers quell the revolt on planet Irda? And how will the planet's unpredictable storms affect the outcome?. £4.50

. . . . . STEVE JACKSON GAMES. . . . . .
UNDEAD: The sinister Count Dracula & his minions move by night & the vampire hunters by day, in this deadly game of detection & deception. £2.50
CAR WARS: Create a little motorway mayhem with a deadly car designed by you £2.50
KILLER: The 'live' role-playing game in which players try to eliminate each other. Harmless weapon simulators like the deadly banana are included £3.50
RAID ON IRAN: In 1980 an American attempt to free their embassy hostages failed far from Tehran. But what might have happened if the raiders had got through? . .£2.50
ONE PAGE BULGE: A fast-moving wargame of the final German offensive on the western front in World War 2 . . . . . .£2.50

KUNG FU 2100: You are a Terminator, trained in the martial arts. Your mission - to penetrate the CloneMaster's defenses & destroy him. The unique combat system simulates martial-arts combat. £2.50
CARDBOARD HEROES: A whole army of figures at what can only be described as 'pocket money prices'. Each set features 40 full colour figures suitable for most fantasy role-playing games. Only. . . . £2.50 per set.
Set 1: Player Characters . . . . . .
Set 2: Brigands, Orcs & Goblins . . . . . .
Set 3: Half-Orcs, Reptile Men & Kobolds
Set 4: Animals . . . . . .
TSR MINIGAMES. . . . . TSR MINIGAMES
THEY'VE INVADED PLEASANTVILLE: A movie-style alien invasion £2.95
VAMPYRE: The hunt for Dracula . . .£2.95

TSR MINIGAMES. . . . . TSR MINIGAMES
SAGA: The age of heroes £2.95
REVOLT ON ANTARES: A science fiction game that requires strategy & guile & contains three scenarios £2.95
• AND WHAT ABOUT THESE GAMES? •
STARFLEET BATTLES: Federation, Klingon, Kzinti, Gorns, Romulans & Orion Pirates feature in this detailed but playable simulation of starship-to-starship combat. (Solo scenarios included) £12.95
ASTEROID: A game for 2 players in which one player tries to guide Professor Delacroix & his team to the heart of an asteroid programmed for a collision with Earth. A game that's playable in two hours & easy to convert to a Traveller scenario £4.95
New Games Workshop catalogue coming soon



STARFORCE 300

Space Ships and Ground Vehicles in 1/300th Scale. From as little as 45p. All Space Ships come complete with their own Base.

STARFORCE PERSONNEL

25mm Starship crew, plus Aliens. 25p each.

STARSHIPS

1/10,000th Scale Starships. Complete with their own Base from as little as 40p.

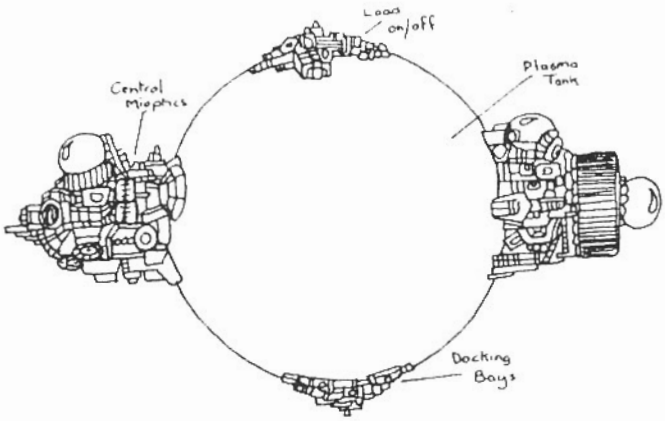
STARDRIVE

15mm Stardrive Vehicles. From 50p. Also in stock: 15mm Tabletop Figures and Laserburn Rules for 15mm Wargaming.

OT MODELS

10, Queen Street, Bridlington, YO15,2SF.
Telephone:0262-70421

SEND A LARGE S.A.E. FOR MAIL ORDER CATALOGUE
Open Mon-Sat: 9.30 to 5.30 (closed Thursdays)
Trade enquiries welcome
ACCESS AND BARCLAYCARD WELCOME



THE LARGEST SELECTION OF GAMES IN THE WORLD

VISIT OUR SHOP FOR ALL YOUR SF · FANTASY · WARGAME NEEDS

Choose from hundreds of Books, Boardgames, Figures & Fanzines, Scenery & Supplements, Micro's & Monsters, Rulebooks & Role-Players, Paints, Dice, Brushes, Zip-Locs, Magazines, Accessories & Supplements!

- Avalon Hill
- Judges Guild
- Flying Buffalo
- Star Force 300
- Chronicle
- Yaquinto
- Runequest
- Ral Patha
- Zocchi
- Master Models
- Citadel
- SPI
- GDW
- TSR
- WRG
- Asgard
- Metagaming
- FGU
- Eon
- Bellona
- Newbury
- Games Workshop
- Martian Metals
- Traveller
- International Team
- Archive
- Hinchliffe
- Humbrol
- Task Force
- Osprey
- Milliput

NEW!

TASK FORCE
3RD REICH
(Revised Edition)
GUNSLINGER
FEDERATION SPACE
FINEOUS TREASURY

Citadel Miniatures
Asgard Miniatures
Chronicle Miniatures
FASA TRAVELLER
Deck Plans
IRONCLADS
Miniature Ships

Open
9.30 am-10pm
Mondays to Saturdays

WAR GAMING CLUB DISCOUNT
10% off goods £75 and over
15% off goods £175 and over

GAMES CENTRE

22 OXFORD ST. LONDON W1 (1st FLOOR)
– Near Tottenham Court Rd. Tube Station –

Standard Games and Publications Ltd.

STARGUARD

Counters Shown Actual Size.

Combat between starship fleets in the far furture. The clash of empires or the destruction of rebels, attacks on star - Lane convoys - all can be reproduced with Starguard! Made with the same attention to detail and with the playability of our first game "Cry Havoc",

Starguard contains:

- **2 complete fleets of full colour starships, comprising fighters, freighters, destroyers and cruisers up to five inches in length.**
- **Asteroids and minefields.**
- **9 Geomorphic maps of deep space.**
- **1. Rule book.**
- **1. Scenario book.**
- **1. 20 Sided Die.**

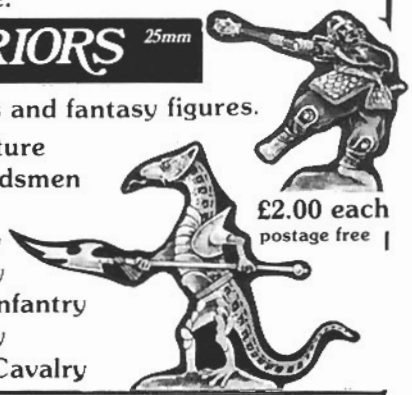
£12.95 postage free

Felt-Hex

The revolutionary new playing surface for role-playing and wargames. Made of high quality felt in a range of colours, Felt Hex has a one inch hex grid printed on one side.

Felt Hex is available in Blue, Sand and Green, each sheet is 6ft x 4ft and costs £9.95 postage free.

CARD WARRIORS 25mm



Full colour wargames and fantasy figures.

F.1. Dungeon Adventure
F.2. Savages & Swordsmen
D.A.1. Saxon Army
D.A.2. Norman Army
U.S.1. Union Infantry
U.S.2. Confederate Infantry
U.S.3. Union Cavalry
U.S.4. Confederate Cavalry

£2.00 each postage free

Magnificent Full Colour W.W.1. aircraft prints. Each print measures 12 x 13 inches. Available at £1.75 each, or £6.00 for the set of 4 postage free. **W.1. Pfalz W.2. Albatross W.3. Bristol W.4. S.E.5.**

CRY HAVOC

"Cry Havoc" deals with individuals, single knights, spearmen and others to simulate medieval combat in a lifelike and convincing manner.

2 full colour maps printed on canvas textured board, that allow for 10 different terrain configurations to be produced.

228 playing pieces. These are also produced in full colour, giving the characters an individuality and life so often missing from other board games.

£9.95 postage free.

New! The Forest - a map to expand your basic Cry Havoc game. Produced to the high standard of the other game components, this map gives the Cry Havoc player a heavily wooded area to add to the maps already available. Cost per map - £2.95 postage free.

In response to customers requests, we are releasing duplicate 'Cry Havoc' maps and counter sets as single items to add to the basic game. Each item is available at £2.95 each postage free.

Map 1. The Village Map 2. The Crossroads
Co.1. Cry Havoc Counters

ORDER FORM

Please send me copies.

___ Starguard
___ "Cry Havoc"
___ Map 1
___ Map 2
___ Co.1. Counters
___ **Map 3 Forest**
Card Warriors
___ F.1. Dungeon Adventure
___ F.2. Savages & Swordsmen
___ D.A.1. Saxon Army
___ D.A.2. Norman Army
___ U.S.1. Union Infantry
___ U.S.2. Confederate Infantry
___ U.S.3. Union Cavalry
___ U.S.4. Confederate Cavalry
W.W.1. Aircraft
___ print W.1.
___ W.2.
___ W.3.
___ W.4.
Felt Hex (one inch Hex)
___ sheets 6ft x 4ft Green
___ sheets 6ft x 4ft Sand
___ sheets 6ft x 4ft Blue

I enclose ..... On the items ordered.

Name _____

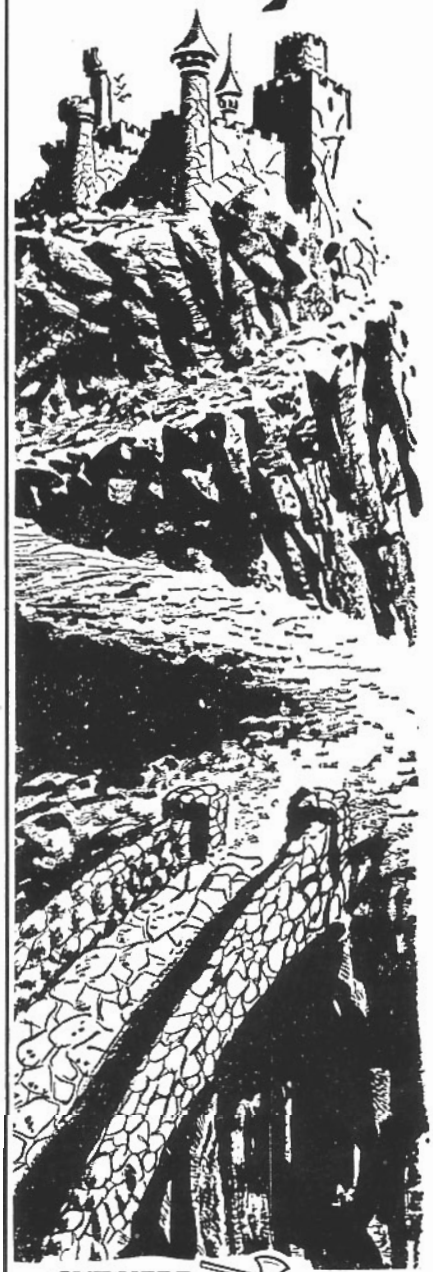
Address _____

Arlon House, Station Road, Kings Langley, Herts.
Telephone: Kings Langley 68328

W29

You've Fantasy Role Played On the Table....

....NOW PLAY FOR REAL!



Bring your character to life in our fully equipped castle in Cheshire.

All you would-be Fighters, Magic Users and Thieves etc., can now act out your favourite characters for real.

We at 'Treasure Trap' castle will equip you with realistic but safe weapons, armour, costumes and other vital equipment to adventure in our castle towers and dungeons.

We invite you and your friends to pit your wits and skills against our Tricks, Traps and 'REAL' Monsters whilst searching for hidden treasure.

What do you get for your membership ?

- Weapons
- Armour
- Costumes
- Equipment
- Character Progression
- Open Seven Days a Week
- Free Use of F.R.P. Room
- Free Use of Club Room
- Shop
- Coffee Bar
- Discount on Weekend Activities

What do you get in an adventure ?

A two hour real life fantasy experience, passing through specially designed scenarios comprising Monsters, Tricks, Traps and Special Effects, co-ordinated by our team of experts.

How much does all this cost?

£30 Membership per year
plus £1 per adventure

For further information contact 'Treasure Trap' by filling in the form below:-

TREASURE TRAP

Tel: TARVIN (0829) 41054 (During office hours)

CUT HERE

SEND NO MONEY-Just a stamped addressed envelope

Name _____

Address _____

_____

Age _____ *Sex: Male* ☐ *Female* ☐

Preferred Character Class: Fighter ☐ *Magic User* ☐ *Thief* ☐ *Other* ☐

Favourite F.R.P. Game _____

Post to:- Carey & Donaldson P.O. Box 130, Chester CH1 1TD.

ASGARD MINIATURES

NOTTINGHAM'S FOREMOST FANTASY AND SCIENCE FICTION SHOP

36 HIGH PAVEMENT,
NOTTINGHAM.
Trade Orders Welcome

The ASGARD SHOP

OPEN 9.30 pm till 5.00 pm
Monday to Saturday

Figures by:-
Asgard Citadel Ral Partha,
QT Games and Rules by:
TSR, GDW, Judges, Guild,
Chaosium, Metagaming, Tabletop
Games, Games Workshop.

This new range of 15mm Fantasy Figures, usable for role-playing games or for Tabletop Wargaming, is designed to the same high standards of detail as can be found in Asgard's latest 25mm ranges, but cost less than half the price!
Now you can afford to populate an entire dungeon, or build an army of thousands. Send 50p for four sample figures and latest Asgard lists.

MDA

1	DWARF THEIF	10p
1A	DWARF FIGHTER	10p
4	DWARF CLERIC	10p
4A	DWARF WITH AXE	10p
12	ELF FIGHTER	10p
13	ELF LORD	10p
21	HALFLING THIEF	10p
22	HALFLING WARRIOR	10p
24	HALFLING ARCHER	10p
25	GNOME	10p
25A	GNOME WITH SPEAR	10p
31	CLERIC	10p
33	MAGIC USER	10p
34	DRUID	10p
38	THIEF	10p
42	PALLADIN	10p
44	ASGARDIAN	10p
47	ILLUSIONIST	10p

MDAS

1	BARBARIAN	10p
2	CHAINMAIL BARBARIAN	10p
4	PACK MULE	15p
5A	FALLEN HERO DWARF	10p
5B	FALLEN HERO ELF	10p
5C	FALLEN HERO HALFLING	10p
5D	FALLEN HERO WIZARD	10p
5E	FALLEN HERO FIGHTER	10p

MFM

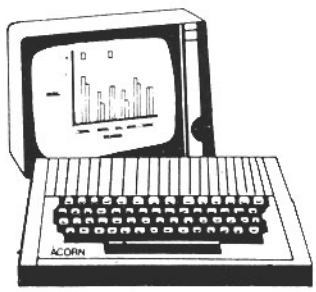
1	TROLL	30p
3	RAT	15p
4	WERERAT	15p
5	DRAGON	60p
6	WRAITH	10p
7	GOLEM	10p
10	WEREWOLF	15p
11	SALAMANDER	30p
13	SPIDER	15p
14	WOLF	15p
16	BALROG	£1.50
17	FLYING REPTILE WITH WRAITH RIDER	£1.00
18	SKELETON	10p
18A	SKELETON WITH SHIELD	10p
19	ELITE SKELETON	10p
20	GIANT ORC IN PLATE WITH SWORD	10p
20A	GIANT ORC IN PLATE WITH AXE	10p
20B	GIANT ORC IN PLATE WITH SPEAR	10p
20C	GIANT ORC IN PLATE STANDARD BEARER	15p
22	LIZARDMAN WITH SWORD	10p
22A	LIZARDMAN WITH SPEAR	10p
25	GIANT SNAKE	25p
26	GIANT LEECH	10p

UK Mail Order Rates min. 25p 10% to £10. Orders over £10 POST FREE. Overseas Surface 30%. Orders sent within seven days of reciept

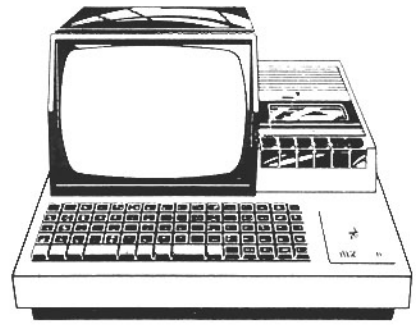
18 Sydney Street,
BRIGHTON,
Tel: 0273 698424

GAMER

THE BEST IN PERSONALISED COMPUTERS AT LOW PRICES



ACORN ATOM
8K ROM/2K RAM - £150 + VAT
12K ROM/12K RAM - £199 + VAT



SHARP MZ 80K
48K - £347 + VAT

ATARI 400 (16K) - £285 + VAT
ATARI 800 (16K) - £525 + VAT

TEXAS TI 99/4 (16K) – £250 + VAT VIC 20 – £165 + VAT
VIDEO GENIE (16K) – £289 + VAT MZ80B – £960 + VAT
INTELLIVISION £199 INC. VAT + SECOND FREE CARTRIDGE

Whether you need a computer for playing Asteroids or Adventure games or for more mundane purposes - we have a machine to suit you. If you already have a computer then send for our lists of software.

For those of you still preferring human opponents, we have new editions of our SF & Fantasy and Wargames catalogues - send large SAE for free copies.

PLEASE SEND ME DETAILS ON THE FOLLOWING ITEMS (PLEASE TICK). I ENCLOSE A LARGE STAMPED ADDRESSED ENVELOPE.

COMPUTERS		SOFTWARE	
ATARI 400/800	☐	TRS 80 / VIDEO GENIE	☐
TEXAS TI99/4	☐	ATARI 400/800	☐
VIC 20	☐	SHARP MZ-80K	☐
ACORN ATOM	☐		
VIDEO GENIE	☐	**BOARDGAMES**	
SHARP MZ-80K	☐	SF & FANATSY	☐
SHARP MZ-80B	☐	WARGAMES	☐

NAME & ADDRESS _____

CITADEL MINIATURES

10 Victoria Street, Newark, Notts. Tel: 0636 77495

Citadel Miniatures U.S., Inc., P.O. Box 12352, Cincinnati, Ohio 45212
RAFM Company, PO Box 62, Paris, Ontario N3L 3E5, Canada

Each Citadel Master Figure is Individually Hand Sculptured by our own Craftsmen

NEW ~ NEW Fiend Factory

A brand new range of figures for 1982

FF2	Lord of Darkness	35p
FF3	Wraith rider on undead horse	75p
FF4	Wraith on winged mount	£2.95
FF5	Winged demon with sword and whip	£2.50
FF6	Ghost	30p
FF7	Ghoul	30p
FF8	Harpy	60p
FF9	White Wizard	30p
FF10	Eagle	60p
FF11	Treeman	£1.95
FF12	Mountain Giant with battle axe	£2.95
FF13	Wererat	30p
FF16	Two-headed Troll with spiked clubs	£2.95
FF27	Orc with spear mounted on Giant Wolf	75p
FF28	Orc in chainmail mounted on Giant Wolf	75p
FF29	Orc in plate armour mounted on Giant Wolf	75p
FF31	Reptile Warrior with sword	30p
FF37	Giant Worm	£1.95
FF41	Berserker + sword & axe	30p
FF42	Bandit + sword & shield	30p
FF43	Bandit in chainmail with sword & shield	30p
FF44	Buccaneer + sword & axe	30p
FF45	Caveman with club	30p
FF46	Caveman with stone axe & spear	30p
FF47	Merchant with dagger	30p

Fantasy Tribes Skeletons

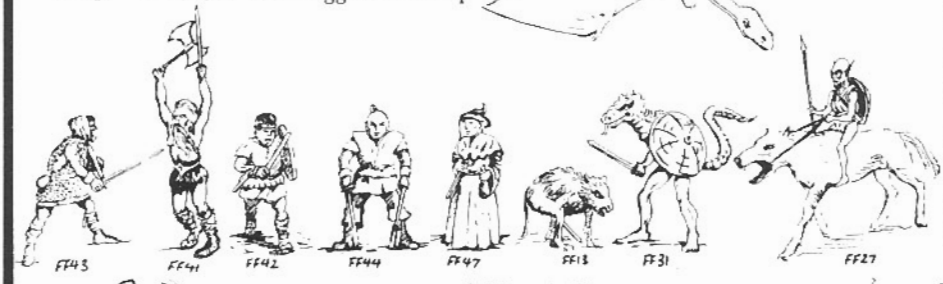
NEW – NEW – NEW – NEW – NEW FANTASY TRIBES – SKELETONS
Our Fantasy Tribes range was voted 1st in the Best Science Fiction/Fantasy Range Category at Games Day 1981.

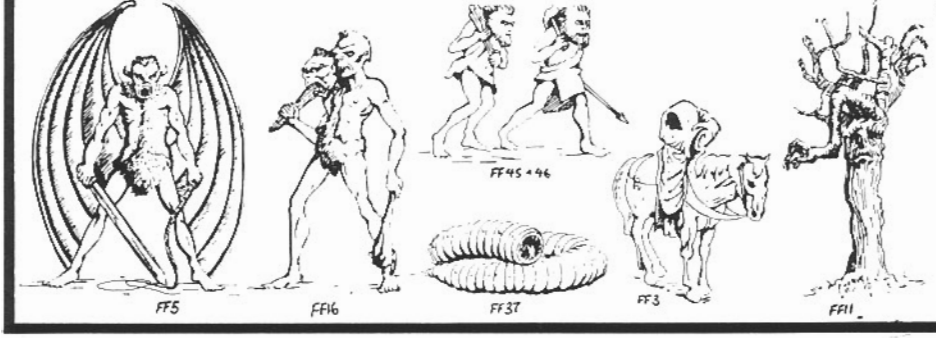
FTS1	Skeleton advancing with sword & shield	30p
FTS2	Skeleton attacking with scimitar	30p
FTS3	Skeleton attacking + sword	30p
FTS4	Skeleton charging + spear	30p
FTS5	Skeleton attacking with axe & shield	30p
FTS6	Skeleton with bow	30p
FTS7	Skeleton swinging club	30p
FTS8	Skeleton advancing with pitch-fork	30p
FTS9	Skeleton attcking with dagger	30p
FTS10	Skeleton hacking with sword	30p
FTS11	Dwarf skeleton with axe & shield	30p
FTS12	Halfling skeleton with dagger & shield	30p
FTS13	Skeleton King	30p
FTS14	Skeleton Priest	30p
FTS15	Slain Skeleton	30p

Mounted Fantasy Adventurers

A selection of our popular Fantasy Adventurers (presumably the better off) have aquired mounts:

FAC1	Mounted Fighter in plate mail with sword	60p
FAC3	Mounted Cleric with cross and mace	60p
FAC4	Mounted Thief with dagger	60p
FAC6	Mounted Bard with sword & lute	60p
FAC7	Mounted Monk with staff	60p
FAC8	Mounted Ranger with sword & bow	60p
FAC9	Mounted Barbarian with two-handed sword	60p
FAC11	Mounted Illusionist	60p
FAC16	Mounted Female Wizard	60p
FAC17	Mounted Female Thief	60p
FAC18	Mounted Female Cleric with mace	60p
FAC21	Mounted evil Wizard	60p
FAC23	Mounted evil Priestess	60p
FAC25	Mounted evil High Priest	60p
FAC28	Mounted Amazon Priestess	60p
FAC33	Mounted Anti-Hero	60p





NEW ~ NEW 1982 Catalogue

Our new 40 page catalogue features all our existing ranges plus new and future ranges available in 1982.
Hundreds of photographs show the fine detail of our many ranges including the licenced *Traveller*, *Runequest* and *Champions* figures together with the superb *Ral Partha* figures.
Just send 50p. plus a large S.A.E. to: Citadel Miniatures, 10 Victoria Street, Newark, Notts.

Mail Order

MAIL ORDER CHARGES: UK: Please add 10% p&p (minimum 25p, post free over £10). OVERSEAS: Please add 50% p&p. (£1.00 minimum). Please make cheques/PO's payable to Citadel Miniatures. All orders despatched on the same day.
TRADE ENQUIRIES WELCOME.

Issue No 29

Feb/Mar 1982

WHITE DWARF

EDITOR: Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson, Bob McWilliams
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Oliver Dickinson, Roger E Moore
PRODUCTION EDITOR: Albie Fiore
PRODUCTION ASSISTANT: Mary Common
PRODUCTION ARTIST: Liz Lindars
COVER: Andrew George
ILLUSTRATION: Russ Nicholson, Fangorn Alan Hunter, Keven Bulmer, Dave Griffiths, Andy Wouldham
PHOTOGRAPHY: Liz Lindars
TYPESETTING: Mary Common
ADVERTISEMENT MANAGER: Clive Bailey
PUBLISHER: Games Workshop Ltd

All correspondance should be addressed to *White Dwarf*, 27/29 Sunbeam Road, London NW10 6JP.

One of the most asked questions I receive about *White Dwarf* is why is it called *White Dwarf*?

Well, here is the original thought process which occurred in May 1977 prior to the publication of the first issue.

A magazine was to be published which would feature fantasy and science fiction games. Therefore, the name had to reflect both those topics. A dwarf is a well-known fantasy character, and a white dwarf is a small, high density star. And that's all there is to it. Simple really when you think about it.

Last issue I asked readers to suggest themes for future role-playing games. Well, this generated an all time low in number of responses. Therefore I can only assume that most people are happy with what they have got. But just for the record, the most popular suggested theme was Private Eyes.

Ian Livingstone

FEATURES

Designing a Quasi-Medieval Society for D&D — *Paul Vernon* — 10
Part 1: The Economy — Workers and Craftsmen

Lucky Eddi — *Oliver Dickinson* — 13
Being a tale of mighty *RuneQuest* deeds in far off Pavis

This is, Of Course, Impossible — *Marcus L Rowland* — 17
How to tame time in *AD&D*

Weed War — *S McIntyre* — 20
An underwater *Traveller* scenario

DEPARTMENTS

Open Box — 14
A look at some new games by independent reviewers

Starbase — *edited by Bob McWilliams* — 16
The Mudskipper, an All Terrain Vehicle for *Traveller*

Character Conjuring — *edited by Jamie Thomson* — 24
Elves and Brownies as Player Characters

Letters — 25
Readers' views, questions and comments

Fiend Factory — *edited by Albie Fiore* — 26
The Desert Light, a *D&D* mini-scenario

Treasure Chest — *edited by Jamie Thomson* — 28
Amulets and Talismans in *D&D*

News — 29
What's happening in science fiction and fantasy gaming

Clubs, Help! and Classifieds — 30
Readers' information section

SUBSCRIPTIONS: Please send and make remittance payable to: *Games Workshop Ltd*, 27/29 Sunbeam Rd, London NW10 6JP. Tel 01-965 3713. *White Dwarf* is published bi-monthly. Annual subscription rates are: **UK - £5.50; Europe - £9.00; USA - $26.00 (airmail); Other - £12.00 (airmail). BACK ISSUES** of *White Dwarf* Nos 24-28 are still available at a cost of 75p + 25p p&p each ($5.00 each including postage overseas).

SUBSCRIPTION NOTICE:
Please note your personal *subscription number* shown on the envelope address label. Please quote this number in all future correspondence regarding renewals, queries, etc. This subscription number is held on our computer files, and failure to quote it may result in delay when dealing with your query.

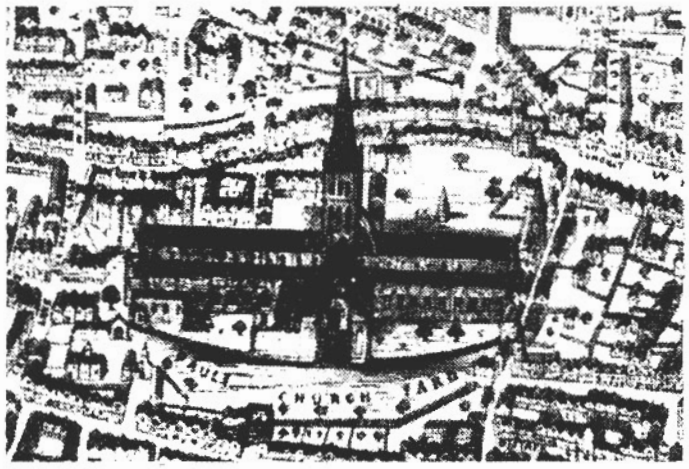
OVERSEAS DISTRIBUTORS:
Canada: RAFM Company, PO Box 62, Paris, Ontario, N3L 3E5. **Australia:** Games Wholesale Co, 9 Douglas Street, West Perth, Western Australia.

All subject matter in *White Dwarf* is copyright of the publishers *Games Workshop Ltd*.
All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. ©*Games Workshop Ltd. 1982*
Dungeons & Dragons® is a registered trademark of *TSR Hobbies, Inc. Traveller*™ is a registered trademark of *Game Designers' Workshop*.
RuneQuest™ is a registered trademark of *Chaosium Inc.*
The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers.
Display advertising rates and trade enquiries are available on request.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

Designing a Quasi-Medieval Society for D&D

by Paul Vernon



PART I: THE ECONOMY ~ WORKERS AND CRAFTSMEN

The best players of *D&D* (or any other medieval FRP variant) are those who most skilfully and consistently manipulate any given situation to their best advantage. To be manipulated, a situation must be understood to some extent, and to be understandable it *must* have some degree of internal consistency.

It will be the aim of this series to give some guidance about the design of reasonable urban areas; areas with NPCs who seem to have lives of their own to lead, and don't just magically animate when characters appear. To be credible, an NPC must conform to one's expectations of what he claims to be (unless he isn't what he claims to be), as indeed must the urban area as a whole. How much money an NPC has coming in will dictate his dress, type of dwelling, affordable pleasures, how much he has saved for an enterprising thief to relieve him of, etc. It can also be a useful guide to age and hit dice/points. This isn't to say that the dashing young prince shouldn't be up to his eyeballs at the money-lender's, or that the unassuming stableboy shouldn't really be the deft-assassin-who-bumped-off-the-Baron waiting for the heat to cool, but these should be the exceptions to the norm.

Economics and the Ale Standard

It is essential, therefore, that any 'realistic' urban area be firmly rooted in a consistent monetary system. Unfortunately, in *AD&D* socio-economics is not a strong point, due largely to the vagueness surrounding the true value of gps.

To cite but one example — by the time the sun is sinking, you would expect the bearer who has manfully carried your pack all day to have built up a raging thirst, quenchable only by a couple of pints. Unfortunately for the bearer, two pints of small beer would leave him nothing out of the 1sp that the *Dungeon Master's Guide* says he should be paid for the day; in fact he is expected to provide his own food and board from this as well!!! With wages as depressed as this, your bearer is likely to slip away with your pack and join Robin Hood's Merry Men at the first opportunity!

To resolve this and similar anomalies, a financial yardstick is needed to base a consistent economy on, and so we come to the *Ale Standard*. Although it's difficult to gauge how much plate-mail would cost these days, beer is simplicity itself. The *PHB* price for a pint of small beer is 5cp, while at the local you'd pay about 50p. This works out rather nicely to 1cp = 10p, 1sp = £1, 1gp = £20, 1pp = £100.

This fits in quite well with the prices in the *PHB*, which is all to the good as they are too widely used to change to any extent. There are still some anomalies — chickens seem cheap at 30p, and at £240, lanterns seem very pricy, for example — but there is nothing too outrageous. (Remember that the *D&D* economy *is* an inflationary one — gold is cheap.) If you keep the *Ale Standard* in mind when setting prices for unlisted items, you should be able to keep them consistent, and not do things like charging a nightly rent of 100gp (£2000) for the garret at the Golden Gargoyle!

The Urban Economy — Workers and Craftsmen

Most town and village dwellers will be unremarkable 0 level types, mainly concerned with going about their ordinary, everyday affairs; *not* retired adventurers! As far as adventuring goes, very few will know their orc from their elbow. This isn't to say that they won't have various snippets of interest to visiting parties, or that they won't be interesting characters in themselves. What it does mean is that the community will be tailored to *their* needs, *not* to those of passing adventurers. Player characters, at least initially, will merely be another group of travellers, the like of which have been seen before and will no doubt be seen again. They should be incidental to the everyday life of the place itself.

To 'realise' the community in this way we must first know how long the purses of labourers, artisans, small craftsmen and tradesmen can be expected to be.

To return to your disgruntled (and thirsty) bearer, if you want to prevent him from absconding with your pack, you will have to pay him a decent wage. Now bearers, and labourers generally, will be at the bottom of the labour market. Since these are pre-industrial, pre-trade union times, wages will not be high in any event, in fact the only trade organisations of any kind, the guilds, will be doing their best to keep wages as low as possible.

Thus, 5sp/day for labourers should stave off a *jacquerie* for a year or two. So for a 6-day week, your bearer can expect to earn 30sp. Thus for a 50-week working year in full employment, he would earn 1500sp. From this, however, he would have to pay for his own food and board; if this were included, he would be willing to work for two-thirds of the above amount.

Now, what about the enterprising chap with a keen nose for finding work, as a result of which 5-10 other bearers have latched onto him as a sort of unofficial foreman? Prospective employers know that he keeps his lads from pilfering too much, and makes sure that they work hard. Because of this, when engaging his team they pay the bearers standard rates while a sum equal to half the total pay of his men is given to the 'master bearer'. The same would hold for the more official foremen of a road-building gang or dockers. With food and board included, master labourers would get 2500-5000sp/year; without 3750-7500sp/year, depending on the number of the men they were responsible for.

Lackeys, being a cut above your average labourer, would get about 5sp/day plus food and board. They will usually be employed on a permanent basis with food and board thrown in, but more prestigeous ones (cooks, etc) would be paid as though it weren't. 'Master lackeys' would again receive half the total pay of their underlings — a head cook with 3 under-cooks and 2 scullions would thus get 3250sp/year, for example. Of course, the Chief Steward of a Duke's household (probably a minor noble) with a considerable number of underlings could expect to make considerably more.

Valets are a rather special case, rarely more than one working for the same employer. They would receive a daily wage of about 10sp plus board, though if their employer is particularly wealthy, they would expect more than this. The valet of a miserly master would be easier to bribe as to the location of his master's treasure than would a well paid one.

For craftsmen and tradesmen, things are slightly different. It will be useful to subdivide the workers in a craft into four categories — apprentices, journeymen, craftsmen and master craftsmen.

In medieval times, the families of apprentices often *paid* master craftsmen to take them on and train them in the craft. They lived under the master's roof, ate at his table, and often slept on the

shop floor, obviating the need for guard dogs. As far as wealth was concerned, they were probably worse off than labourers.

Journeymen also lived with their masters. They were fully trained in their craft, but going through a probationary period before being given full craftsman status. They were paid, though if they were to do anything so ill-considered as to marry and/or live away from the shop before they were fully qualified, their pay was probably not increased.

Craftsmen are designated as fully qualified in their craft but still working under a master craftsman, not for themselves. They will be paid somewhat more than journeymen and will rarely live at the shop. Should they wish to do so, however, nothing will be subtracted from their wage for food and board.

Master craftsmen are qualified craftsmen with their own premises and a norm of 1-3 apprentices and 0-5 journeymen/craftsmen working for them, in the order apprentice-journeyman-craftsman-apprentice-etc. To calculate a master craftsman's earnings, let C be the number of sps a similar craftsman earns per year. The master craftsman would make 1¾C plus ¼C for each apprentice plus ½C for each journeyman/craftsman in his employ. Thus:

$$C \times \left(\frac{1\tfrac{3}{4} + \text{no of apprentices}}{4} + \frac{\text{no of journey/craftsmen}}{2} \right) \text{ sp/year}$$

For example, consider a relatively lowly craft, that of leather-working. The goods produced are fairly inexpensive and the occupation not regarded particularly highly, so the average journeyman wouldn't be making much more than a labourer, say 30sp/week or 1500sp/year. A qualified craftsman would thus get about 45sp/week or 2250sp/year, so for leather working C=2250.

According to the formula, the lowliest master craftsman (one just started with but one apprentice) would earn 2250 x (1¾ + ¼ =2) = 4500sp/year. Whereas a well-established master with 3 apprentices, 3 journeymen, and 2 craftsmen would earn 2250 x (1¾ + ¾ + 2½ = 5) = 11,250sp/year. A man of substance, indeed!

As shown in the following table, the same methods can be applied to all the standard hirelings in the *DMG* by taking the listed monthly cost, equating it to a journeyman's weekly wage, and proceeding from there, though a few changes have been made.

Occupations which aren't listed can be equated fairly easily with those which are. Butchers and bakers, for example, would make roughly the same as leather-workers or carpenters, while wood-carvers can be equated with limners.

Table I — Workers & Craftsmen

Occupation	*Daily Pay*	*Weekly Income* J/man/ + F&B	C/man/ no F&B	*Yearly Income* J/man	C/man	Master	*Value/ Day*
Labourer	5	20	30	1000	1500	2500-7500	—
Lackey	7½	30	45	1500	2250	3750-11250	—
Leather-worker	7½	30	45	1500	2250	4500-11250	14
Packhandler	7½	30	45	1500	2250	4500-11250	—
Tailor	7½	30	45	1500	2250	4500-11250	14
Carpenter	10	40	60	2000	3000	6000-15000	18½
Teamster	10	40	60	2000	3000	6000-15000	—
Valet	10	60	—	3000	—	—	—
Mason	15	60	90	3000	4500	9000-22500	28
Limner	30	120	180	6000	9000	18000-45000	56

NB J/man = Journeyman, C/man = Craftsman, all figures refer to silver pieces. The Value/Day figures refer to the total value of the item(s) which a journeyman or craftsman could produce in one day, after taking raw materials cost and master craftsman's profit into account. By taking the price of an item from the *PHB*, (in silver pieces) and dividing by this figure, the length of time taken to make the item can be calculated. A leather-worker, for example, would take $\frac{200}{14}$ = 14¼ days to make a saddle.

Problems can arise, but most trades can be accomodated without undue difficulty. One group which does cause considerable headaches, however, are smiths, armourers and weaponmakers.

Smiths, Armourers & Weapon-makers

Smiths were well-respected members of the medieval community, so much so that in more barbaric areas they were sometimes hamstrung to prevent them from leaving the village!

In the *DMG*, the recommended monthly salaries of blacksmiths and armourers are 30gp and 100gp respectively, or 7200sp and 24000sp per year. If these figures are considered to refer to the *craftsman* grouping, then the richest master craftsmen would get five times these amounts.

For the blacksmith this is about right. The average village smith, a master craftsman with one apprentice, would earn 14,400sp per year according to the formula. With this he could expect to be a man of consequence in the village, eclipsed only by nobles and one or two of the richer farmers.

The figure for the armourer isn't really satisfactory, though. As it stands, the master armourer would earn 2½ times the income of a master limner. Also, does this figure refer to the perfectionist who crafts platemail for the nobility? Or to the bungler who churns out leather jacks for the town militia?

The best way of resolving this is to look at what the various types of armourer could make in a year and then value the items made, beginning with the best armourer making the best armour. Armourers can be subdivided into four classes, as in the *DMG*:

Class I — can make platemail, banded mail, and any armour made by the other classes. *Class II* — can make chainmail and any armour made by classes III & IV. *Class III* — can make splintmail, large helms, large shields, and any armour made by class IV. *Class IV* — can make scalemail, ringmail, studded leather, leather, small helms and small shields.

In the *DMG*, a suit of platemail takes 90 days to make. Therefore, assuming a six-day week, 50-week year, an armourer could make 3½ suits/year. If, for a given year, a master armourer works hammer and tongs making platemail, and his two craftsmen and three journeymen do likewise, then by the end of the year he should have 20 suits gracing his workshop. The apprentices would naturally be occupied with minor tasks (fetching, carrying, trips to the local ale-house for bevvies, etc) so as to allow the others free to get on with the real work.

Twenty suits of platemail would realise 160,000sp (8000gp), but by no means would all this find its way into the master armourer's pocket. Raw materials would account for 10%, leaving 144,000sp, and the staff must be paid, of course.

From the formula, this master armourer would make five times as much as an ordinary craftsman, so half the above amount would go to the master and the rest would be divided equally between the other five. Admittedly, three of them are journeymen and would not be paid as much as craftsmen, but it's presumed that the extra is taken up by various running expenses — beer money for the apprentices, paying a scribe to do the accounts, etc.

So, for *Class I* armourers, the annual incomes are: journeymen — 9600sp, craftsmen — 14,400sp, and masters — 28,800-72000sp.

One thing to remember is that a *Class I* master armourer will ensure that *anything* made in his shop will be as profitable as platemail, otherwise it would not be worth his while. Thus the price of anything in his shop will be 89sp times the number of days it took to make. A suit of scalemail, for example, would cost 135gp from a *Class I* armourer — considerably more than the 45gp charged by a *Class IV* armourer!

Using the same procedure for a *Class IV* armourer, using scalemail as a base, yields a figure of 4860sp for a craftsman's yearly income. This is about right — he would be working for less wealthy clients, not catering for nobles personally.

Table II — Armour Manufacture Times

Armour Type	*Class*	*Days to Make*	*Suggested Price by Armourer Class in gp* I	II	III
Platemail	I	90	400	—	—
Banded Mail	I	20	90	—	—
Chainmail	II	22½	100	75	—
Large Helm	III	6¼	28	21	15
Large Shield	III	6¼	28	21	15
Splint Mail	III	33⅓	150	112	80
Scale Mail	IV	30	135	100	72
Ring Mail	IV	20	90	67	48
Studded	IV	10	45	34	24
Leather	IV	3⅓	15	12	8
Small Helm	IV	6⅔	30	23	16
Small Shield	IV	6⅔	30	23	16
Padded	**	5¾	—	—	—

** Made by a tailor.

Unfortunately, adhering to the manufacturing times in the *DMG* causes problems with *Classes II* and *III*. Class II would earn only slightly more than *Class IV*, while *Class III* would be almost as wealthy as *Class I*! To make sense economically, the manufacture times have been altered on the above table (in prefer-▶

▶ence to changing the *PHB* prices) so that average earnings of *Classes II* and *III* fall somewhere between those of *I* and *IV*. Instead of charging more for them, an armourer making a lower class than his own could make it in less time than a lesser armourer. Alternatively, low class armour made by a superior armourer could be so well crafted that it might act as +1, +2, or even +3 armour of that type. Not being magical, however, it will be of normal weight and have no magic dweomer. The opposite could also apply, for example, to *Class IV* armourers making platemail that is so defective that it has a high probability of being -1, -2, -3, or even falling apart at the first blow it receives.

With weapon-makers, the problems really begin. Economically, the manufacturing times for weapons just don't make sense — the most profitable things to make are short bows! Also, the lowest fixed point (broadswords) on which to base the income of a swordsmith, who should be at the top of the heap (after all it was the swordsmith who was most likely to be hamstrung), would give him nearly half as much again as a *Class I* armourer. Thus any ambitious individual with the talent to become a *Class I* armourer would have apprenticed himself to a swordsmith, resulting in a shortage of *Class I* armourers. Therefore the two should be equated, as in the *DMG*. It is also necessary to clarify the different types of weapon-maker. The following six divisions are purely subjective. Fletchers and crossbowyers could be added as separate groups, or some of the types amalgamated.

Bowyers make weapons primarily for hunting rather than combat — darts, short bows, light crossbows and their arrows and bolts. In the table below, they are equated with *Class IV* armourers.

Pole armourers are the lowest rung of the true weapon-makers, making low status weapons such as spears, axes (for military and domestic use), daggers and polearms of all types for militiamen and men-at-arms rather than noble fighters.

Great bowyers make longbows, heavy crossbows, arrows, and bolts. If there is no composite bowyer in an area, it is they who would be most likely to import them for sale. Though extremely effective, their weapons would still be held to be of low status by most nobles. Their lighter bows would be twice the normal price.

Macers make 'noble' weapons. Those for use on horseback and their pedestrian counterparts, morning stars and war hammers.

Composite bowyers are difficult to accomodate in a quasi-medieval European milieu. The weapons themselves would be rare, hence their high price, and most would be obtained from trade with nomads, a risky occupation at best. The odd renegade nomad might be making them in a large city, and it is they who are referred to in the table, but they would be rare in a town.

Swordsmiths make the 'noblest' weapons (and/or scimitars). Daggers made by them will cost double the normal price.

There are too many weapon types to list the manufacture time of each, but happily this is not necessary. To calculate the time taken to make a weapon, take the price in silver pieces, divide by the value/day figure for the appropriate weapon-maker, and you have the number of days it would take a journeyman/(master) craftsman to make the item.

There are also too many types of smiths to deal with them all comprehensively. The ubiquitous 'black'smith can range from the journeyman the stable-owner employs to shoe horses to the sculptor in iron who makes the gates for the Summer Palace. For the average smith, the figure for blacksmiths would apply. For the specialists, all that can be said is that they should not earn more than a *Class I* armourer or less than a *Class IV*. How much they do get is up to the individual DM.

Jewellers

Since the *DMG* lists five different levels of jeweller skill and seven types of jewellery, giving 35 permutations, a formula is needed to determine the income of any type of jeweller of any skill level.

First, decide the type of jewellery made, for example, a worker in wrought gold — a goldsmith. Secondly, take the lowest base value of the appropriate jewellery type and say that this is the value of a ring it would take a week to make — 300gp in this case. Thirdly, decide on the skill level of the jeweller and calculate the average increase in value his work brings about on the materials he uses — our goldsmith is 'superior' and thus effects a 22% increase. Fourthly, determine the percentage of the price of any item made which is due to this increase (ie profit). Do this by dividing 10,000 by the 'increase in value' percentage plus 100. Subtract the result from 100. For the superior goldsmith, this is:

$$100 - \frac{10,000}{122} = 18.03\% \text{ profit.}$$

Find this percentage of the value of the ring mentioned earlier (in sp) and multiply by 50 to determine the wealth made by the jeweller in a year — 54,090sp in the case of the superior goldsmith.

Journeymen would get 40% of this per year, craftsmen would get 60% and the largest masters (with 5 journeymen/craftsmen) 300% — 21,636sp, 32,454sp and 162,270sp respectively for the superior goldsmith.

This assumes that all the jewellers in a workshop are of the same skill level. (Different skill levels in the same shop simply means more calculations!) Gemcutters are also assumed to work as smiths (hence their higher incomes) and will be found in appropriate workshops. The silversmiths and gems + platinum workers in the table below are also assumed to be 'superior'.

Professionals

Professionals, eg scribes, engineers, alchemists, etc, can generally be treated as craftsmen. 'Master scribes', for example, could own bookshops employing a number of copyists. The *DMG* figures have been altered where appropriate.

Specialist scribes, eg lawyers and cartographers, would earn 2-5 times the amount on the table below, depending on how effective/well respected they are in their profession.

Engineer-sappers/miners and engineer-architects are slightly different in that once they have attained craftsman status, they don't need to purchase any plant in order to set up on their own. Freelance engineers of these types will, therefore, have a maximum of one apprentice and one journeyman in their employ, unless they are masons or mine-owners in addition.

Engineer-artillersists are presumed to have workshops where they make siege engines upon becoming master craftsmen.

Table III — Smiths, Jewellers & Professionals

Occupation	*Daily Pay*	*Weekly Income*		*Yearly Income*			*Value/ Day*
		J/man + F&B	C/man no F&B	J/man	C/man	Master	
Armourer IV	16	65	97	3240	4860	9720-24300	30
Bowyer	16	65	97	3240	4860	9720-24300	30
Blacksmith	24	96	144	4800	7200	14400-36000	44
Pole Armourer	25	100	150	5000	7500	15000-37500	46
Great Bowyer	25	100	150	5000	7500	15000-37500	46
Armourer III	26	104	156	5200	7800	15600-39000	48
Armourer II	36	144	216	7200	10800	21600-54000	66⅔
Composite Bowyer	36	144	216	7200	10800	21600-54000	66⅔
Macer	40	160	240	8000	12000	24000-60000	74
Armourer I	48	192	288	9600	14400	28800-72000	89
Swordsmith	48	192	288	9600	14400	28800-72000	89
Jewellers:							
Silversmith	36	144	216	7200	10800	21600-54000	61
Goldsmith	109	433	650	21636	32454	64908-162270	181
Gems + Plat	722	2884	4328	144240	216360	432720-1081800	1202
Scribe	18	72	108	3600	5400	10800-27000	33⅓
Architect	80	320	480	18000	24000	48000-60000	200
Mining Engineer	80	320	480	18000	24000	48000-60000	200
Engineer-Artillerist	80	320	480	18000	24000	48000-120000	148
Alchemist	240	960	1440	48000	72000	144000-360000	267

Notes

All the figures in this article are flexible to a certain extent. A saddler would earn more than a maker of leather buckets, for example, yet in Table I, they are both listed as 'leather-workers'. Superior craftsmen (at least according to them and their prices) would be found in larger cities, and the upper limits would be exceeded in a number of cases, for here you would find the fabled maker of plate and the limner who paints the royal portraits.

None of the figures are gospel. The workings are explained so that they may be used to plug some of the gaps and to prevent accusations that the figures have been pulled from a hat!

Next Issue — Mercenaries, Resource Owners and Influence. ■

LUCKY EDDI

by Oliver Dickinson

Let it be know, O faithful reader, that writ in mighty Runes herein is a tale of a Quest that shall lead to the coming of the Great Page of Runic Quests, to be found in the 30th Scroll, scribed by Oliver Dickinson, Sage of Glorantha.

It comes on a nice warm morning in Earth Season, and I am standing on Rubble Way outside the Temple of Orlanth Adventurous, thinking of not much except how to raise some scratch to bet on the next Troll Ball game. The reason I am standing there is because this is the way Adventurers are bound to go to the Rubble and, if they are lucky, come back also, and on such occasions I may be able to make a touch. If they are going, I offer to pray for them for a few Clacks, and while everyone in this man's town knows that a prayer from me is likely to be as much use to them as a Mostali crossbow*, there are always new Adventurers, and every now and then one throws me a few Clacks for luck, to pray to Orlanth Adventurous, or maybe Humakt or Storm Bull. Of course, I do not actually go and pray for them, because I know nobody is going to check up. For either they do not come back, or, if they do, they make a nice score and cannot be bothered over a few Clacks, or they have other things to worry about, such as broken arms. I look out for those who come back also, and try to figure out who makes a nice score, for such persons are often soft touches, and I hope to get to them before they feel the bite too often and become disillusioned with the whole experience. And I wish to say that I do not do too badly, at that, for I always ask them for their story first, and as everyone knows Adventurers dearly love to tell their story — in fact, the chances are that the only time they are not telling their story is when they are doing more Adventuring. At the least they may stake me to a drink, and while I am by no means a guy who has to have his drink, I will not say no if a drink comes along, and someone else is paying.

I must hear ten thousand stories in my time, and I sometimes figure I will open an Advice Bureau for Adventurers and make a mint, but then I remember that they are likely to come asking when I am trying to catch up on my sleep, and so I drop the idea. Many of the stories are interesting, and even instructive, and sometimes there is a good laugh in them, such as when a guy fumbles so much he takes off his own leg instead of a Troll's, but of course I do not laugh unless the story-teller thinks it funny also.

As I am standing there, who do I see but Lucky Eddi. I know Eddi from around and about Pavis for many years; in fact, I know him from before he gets called Lucky. The reason he has this name is because he makes his living guiding Adventurers in the Rubble, and it is really remarkable how he always comes back with a whole skin, particularly since at first he is the only one who does come back. But this begins to cause gossip that hurts Eddi's business, so parties start coming back sometimes, and they may even have something to show for the trip besides cuts and bruises, though in such cases nobody is able to find out what happens to them afterwards, as they seem to disappear. But Adventurers are always coming and going in Pavis, so few people give this much thought. Anyhow, Eddi goes along with his business, still without a scratch, and it is rumoured that he does fairly well at it, because Adventurers are a Clack a dozen in Pavis, and Eddi is very good at picking parties who will make it worth his while, and will trust him, and at avoiding parties who look to be too tough or too smart. He has plenty of sense and keeps moving around, so nobody will know where to find him and his dough, especially his dough, though some persons try. But unpleasant things seem to happen to such persons, and it is generally believed that Eddi has very good connections on both sides of the Walls. He certainly keeps in with the hard guys on this side. While it is nothing that Big Nygg nods to him, because he will nod to anybody when he is feeling good,

I once see Wolfhead do so, and anyone will tell you that this is practically phenomenal. For Wolfhead is such a guy as never seems to be feeling good, but is extra-mean, and he generally looks right through you, and will tread on your toes if you do not get out of his way.

I do not see Eddi for quite some time before this morning, in fact I hear that he finally decides to retire, but it seems he is still in the same old business, for he has a doll with him who has Adventurer written all over her. Now, personally, I strongly disapprove of dolls being Adventurers, for no doll Adventurer ever stakes me to anything in all the years I am in Pavis, but I am very careful never to voice such sentiments, for the chances are any doll Adventurer will knock you bow-legged if you say such things, and I hear some will do so if they suspect you are even thinking them. So I step up and smile very politely at her. When I get a good look at her, I wonder how she figures to be an Adventurer, unless she is going to charm anything she meets to death, for while she looks as pretty a doll as ever I see. She stands about as high as a stunted Trollkin and does not look as if she can deliver a punch that will go through paper. She packs a cute little sword, and carries a very new-looking spear, and a shield that does not have one dent in it, and I judge she has a fair bit of dough behind her, for all her armour is shiny new chainmail. The only funny thing is, she wears a traveller's hat with a very broad brim, which shades her eyes so that it is difficult to see them properly. But she smiles back at me very pleasant, and so does Eddi when I ask him how he is doing.

'I cannot complain,' he says. 'In fact, I am really retired, but I come out of retirement to do this one job.'

'I hear of Master Eddi as one of the most experienced guides to the Rubble of all time,' says the doll, 'and I have to have a good guide, to find my ancestor's treasure.'

I can see at once that she is a gabby doll, and will tell me the whole proposition in a moment, but Eddi shushes her and says you never know who may be listening. And indeed, who comes round the corner just then but Wolfhead, but he walks through us all as he loves to do, paying nobody any mind, and goes on his way. The doll looks after him and asks who he is.

'That is one of the worst guys in this whole town,' says Eddi. 'But do not worry, miss, because you are safe with me; he will not bother us.' Of course, this is nothing but falsehood, as Wolfhead will bother anybody if he sees a way to make a profit by it, up to a Zorak Zoran Death Lord. But the doll seems to believe Eddi, and smiles up at him, and he smiles back in such a way that I commence to wonder if he does not finally fall for a doll, after all these years. Then she says she must go and do some praying to Orlanth Adventurous, and I take the chance to ask Eddi about the proposition.

'It is really remarkable,' says Eddi. 'I do not have to do a thing. She seeks me out and is wild to have me, because of my great reputation.'

'What is this treasure?' I ask.

'She has a chart,' says Eddi. 'And it is not one of Treasure Trove Hurbi's, either. It seems her ancestor caches some stuff long ago. I may even look into it if I get a chance.'

'Then you do not figure on going for it?' I say.

Eddi laughs, and shakes his head. 'Do you think I am getting dumb? No, she tells me all about her family, and I figure they will pay a nice ransom to get her back in one piece. It is a pity, because she is really very cute, but business is business. My partners and I can always use a little more.'

Well, this is really quite indiscreet of Eddi, to be letting out details of his business to me in the street, and I figure this doll must have him a little dizzy, after all, but just then she comes back, and off they go to the Rubble, and I think no more about it. A whole lot of time goes by, and nothing happens, and finally I am figuring on giving up for the day and trying the grog-shops, when I see two persons coming from the Rubble, and I recognise one of them as the doll, from her hat, which makes her look like a walking mushroom. Now this is strange, to be sure, but not half so strange as who is with her, for it is by no means Eddi, but Wolfhead. I am so surprised that I step right up to them and say, 'Where's Eddi?'

Then the doll takes off her hat and looks me slap in the eye, and I see that she has a pair of very blue eyes, but the expression in them makes me go cold all over.

'Eddi won't be back,' she says. 'We make quite sure of that, after we find out where he keeps his dough.'

'You mean you leave him helpless in the Rubble, when all you want is his dough?' I say, somewhat horrified. 'At least you can bring him back alive. What does he ever do to you?'

'He takes my elder brother into the Rubble years ago, and does not bring him back,' the doll says. 'My elder brother is an honest sap and will trust anybody, but I love him just the same. Of course, I cannot do it without Wolfie here.' And she smiles up at Wolfhead, who looks very pleased, though I will as soon have a snake smile at me, personally.

He says, 'It turns out Griselda is my long-lost cousin, and so is her brother, though of course I do not know it then, or I will make Eddi hard to catch. I never have a cousin before, that I know of, but kinsfolk must stick together, no matter what.' It seems that he gets a great bang out of having a cousin, for I never see him like this before.

'So Eddi's luck finally runs out,' I say.

'No,' says Wolfhead. 'He gets lucky again there at the end. I do him a favour and finish him off. Perhaps I am getting soft-hearted.'

Then he and the doll laugh very heartily and go off arm-in-arm. Wolfhead is carrying what looks like a pretty heavy sack, but I know there will be no sense in trying to touch him, for he is a very hard-hearted guy indeed, whatever he says. *(To be continued)*

* will destruct in the hands of a non-Mostali.

All RuneQuest *and* Gloranthan *material referred to in this article is copyright of* Chaosium Inc.

■

In Open Box, *Science Fiction and Fantasy games and rulebooks currently in the shops are reviewed by independent authorities.*

Fifth Frontier War

Game Designer's Workshop £11.95

Poised around the edge of the *Spinward Marches* lie the forces of a new Outworld Coalition – the Vargr, the Sword Worlders and the Zhodani, their fleets ready to strike fast and deep into Imperial space. Four times before in the past five hundred years have they attacked. This will be the fifth Frontier War.

This game is based in the subsectors of Jewell, Regina, Lanth, Vilis and the surrounding areas of *GDW's Traveller* universe, and represents the power struggle for control over the important regions of the *Spinward Marches.* It comes boxed with a 56 by 71 cm map showing the 146 star systems, a set of rules (note that you do not need any other *Traveller* material to play), 600 counters, game charts, and two dice. Printing quality and presentation could be described as reasonable.

The first few pages of the rules give selected items from the *Traveller* News Service over the two years previous to the war, setting the tone of increasing tension. The rules themselves show many imaginative features – squadrons can only move (jump) if contained in an established fleet. The fleet moves as a single unit, on a one week per turn basis (the minimum time for interstellar travel), constrained by the power of its constituent engines, (jump number) and the availability of fuel. Before the game was released I was wondering how the communication time lag between fleets would be represented. I find the resulting system impressively successful. An Admiral has a plotting factor, representing the number of turns ahead he must plan the moves of his fleet. Some of a player's Admirals have a plotting factor of 0, representing supreme strategical skill. For other Admirals the player must predict the war's position in three or four weeks time. It might sound clumsy, but it works quite well.

There are several different types of combat – squadron against squadron, system defence boat against squadron, surface bombing and surface combat. Each has its own system and is affected by factors such as technological level, atmosphere type and the tactical skill of Admirals (different from the plotting factors). All these systems work well and further interest is added by guerrillas, Zhodani psionic troops, jump troops, black globe squadrons and the Zhodani secret base:

On the bottom of the box it claims it is playable 'in 4 to 6 hours, and can usually be finished in an evening of play.' But to set up the game requires about one and a half hours work, if it is going to be done properly. From my one experience of play, with a war I would describe as short (14 weeks), it took 11 hours to complete (not counting setting up). I'm not knocking the game for being too long, I'm just saying don't believe what you read.

However, I have one major complaint. These are the victory conditions. As they stand the number of victory points you get for a planet is equal to its tech level. It does not matter if a world has a population of three or three billion. The rule says, equal technology, equal points. As a result the vast invading fleets head straight for the low population, high tech level worlds, and steer clear of the important but highly defended high population worlds. Hence the Zhodani achieve the victory conditions with ease by dominating only a small population of the Marches and before the Imperials start having their tiny forces reinforced. As it stands they win every time. In the future I'm changing these rules to force the Zhodani to (more realistically) attack important worlds and have a harder time.

The game also comes with suggestions of how to base a *Traveller* role-playing campaign about the war. This idea is an excellent one and could provide many interesting situations.

To sum up: an excellent game, but spoiled by those victory conditions.

Overall: 8 **John Roberts**

SORAG

Paranoia Press £1.95

(Printed in the UK by Games Workshop.)

Sorag is a civilian Zhodani organisation set up for the purpose of observing the progress of emerging interstellar societies, primarily by the interception of civilian transmissions.

Sorag is also an *approved for use with Traveller* booklet, presenting a *Sorag* character generator, and a good deal of new gadgets and whatnot for the complete *Traveller.* A short history of the organisation is given, together with a brief outline of the structure of the organisation.

The character generator itself, in standard *Mercenary/High Guard* format, is straightforward enough, with only three deviations from the norm. The first of these is in the assignment procedure: even after the yearly assignment is selected, the character may not be qualified to complete the mission, so he or she may be transferred to a clerical or recruiting assignment, with the rolls for survival and so forth being made on one of those tables, rather than that of the original assignment. Be warned, this happens rather often, especially to those characters in the Operations Branch, though the situation improves with time. The second departure is in the survival rolls: a character who fails his or her survival roll is not necessarily dead, she may have been transferred to another service, or may have quit *Sorag,* with subsequent loss of muster-out benefits. The final weirdness is that DMs are applied to the skills' throw, on the basis of skills already received, which seems a bit strange.

Eight new skills are available to members of *Sorag,* including such esoteric callings as Cryptography (codes and ciphers) and Investigation (research, examination and identification). Finally, a short list of nineteen *Sorag* characters is given, for when you're in a hurry.

Following the character generator is the Equipment section, which is almost worth the cost of the booklet itself. It is divided into three parts: Drugs, Weapons, and Vehicles. The drugs available include Killalc pills, which must be taken *before* a bar-crawl; weapons include the throwing knife, and the option of personalised firearms; while the Vehicles section contains my favourite piece of equipment: the *Mudpuppy,* a kind of two-man ATV.

I feel *Sorag* is the best thing to come out of *Paranoia Press,* so far, and hard to top. But two things stand in the way of giving *Sorag* a mark of 10. The first is the fact that seven skills are presented without anymore explanation than *'see Scouts & Assassins'* or *'see Merchants & Merchandise'* meaning that (if you haven't already done so) you must fork out another £4 to make full use of *Sorag.* The second is not a fault. The booklet is prominently labelled VERY SECRET – rightly, for there is information in this booklet which should not be revealed casually to players, so *Sorag* should be bought only by referees, not players. Other than that I can only recommend *Sorag.*

Overall: 9 (if Referee) **Nelson Cunnington**

BARBARIAN PRINCE
Dwarfstar Minigames **£4.50**

Barbarian Prince is a neat, well produced, solitaire fantasy game based on the pre-programmed event system with which solo dungeoneers will already be familiar.

Assuming the role of the *Barbarian Prince,* the player begins on the Northern edge of the mapboard, alone and penniless. His task is to acquire five hundred gold pieces inside ten weeks which will finance a force to crush the usurpers in his Northern kingdom. The *Barbarian Prince* is a strong and powerful warrior but remains particularly vulnerable until he can gain enough gold to attract followers.

A number of options are open to the player at the beginning of each day. If he chooses to travel, every time the Prince enters a new hex, the player must roll to see if he gets lost and to discover whether a travel event occurs. A simple but effective matrix, used in conjunction with a compact events booklet, determines the nature of that event. Special rules govern actions in ruins, temples, towns and castles. This and the variety of monsters and magic provide variety and detail enough to present the *Barbarian Prince* with fresh anxieties and encounters every time.

The rules of the game are easily picked up and include some interesting considerations for the player concerning such matters as food, hunting, lodging and true love. During encounters, the player generally has the option of talking, evading or fighting. Combat involves a basic die roll with modifiers according to skill and endurance. A character's endurance factor represents the number of wounds he can take. The combat system is rather bloodthirsty, inflicting many wounds on both sides.

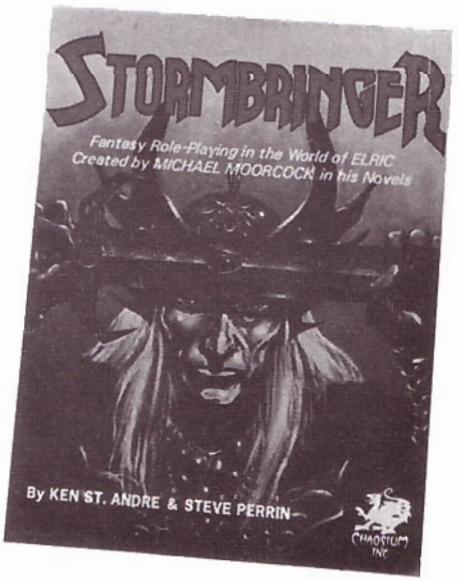
I have two main reservations about the game as it stands now. My first criticism (it may be my own bumbling ineptitude) is that in thirty odd attempts I have not once met the victory conditions. No doubt, some will praise the virtues of good, demanding game design but I reckon most players will want to redress the balance somewhat in their own favour, if only to avoid getting sore throats from constant screams of frustration as the *Barbarian Prince* bites the dust yet again.

Secondly, there are a number of rather irritating anomalies and gaps in both the rules and the events booklet. However, this problem is nothing that a brief errata and addenda sheet couldn't resolve.

All in all, *Barbarian Prince* is a colourful and absorbing game that, unlike many solitaire games, does not get bogged down in the mechanics of play. Finally, my advice to any potential Barbarian princes is that, to come out on top, you will need to be a bit less of the chivalric Prince and a lot more of the rampaging Barbarian.

Overall: 8 **Bill Skirrow**

STORMBRINGER
Chaosium **£14.95**



Stormbringer is the first of a number of projects from the *Chaosium* concerned with adapting literary works for fantasy gaming. This one is a complete role-playing game based, for those unfamiliar with the sentient sword of the title, on the *Elric* books of Michael Moorcock.

The presentation of this game, from the box artwork to the organisation of text, is excellent throughout. A large, clear map of the Young Kingdoms is provided, as are sample character sheets and a set of quick reference sheets.

The ample rulebook opens with a clear introduction to FRP gaming and an in-depth overview of the *Elric* saga and its background. This, as all the background material, is concise and accurate. *Stormbringer's* authors, Ken St Andre and Steve Perrin, have obviously consulted with Moorcock about it. Equally obviously they have filled in a lot themselves, though the game as published bears an endorsement from Moorcock. Character creation and game mechanics for combat and other skills follow. They are presented very simply and even a newcomer to the hobby would have no difficulty in picking up how things work. Those familiar with *RuneQuest* or *Basic Role Playing,* will find much that is similar, though there is a lot of new, and perhaps better material.

Sorcery comes next, consisting of the summoning and commanding of elementals and demons. Elementals come in the four standard flavours complemented by six differing kinds of demons. The demons are only as good as their summoner, in some ways, but separately deal with combat, warding, knowledge, transport, wish-fulfilment and possession. Elementals have appropriate powers, most of which seem to do very little, except for those of fire, which we found it necessary to tone down. Commanding elementals may arouse the ire of their ruler. Demons are howling chaotics, so those of lawful persuasion have access to Virtues. It should be noted that the aid of these beings makes fights very one-sided, and rules covering their initial availability to newly rolled sorcerors are non-existent.

The following chapter covering the Churches does so with commendable thoroughness and attention to characterisation.

Monsters, in the form of animals and creatures from Moorcock's books, are thoroughly handled and some good ideas on generating new chaos monsters are included. The book winds up with a chapter of hints for the games master, including a sample scenario, and a set of useful appendices, wherein resides the expected list of stats for characters from the books and the infamous *Stormbringer* itself!

Despite aiming in the right direction with excellent background material, good presentation and game mechanics based on (though by no means identical to) the highly successful *RuneQuest* system, *Stormbringer* did not seem to hit the target. In playing it, several annoying loopholes in the magic system came to light. While none of them were catastrophic, they called for decisions on the part of the games master, which he should not have had to make. GMs generally have enough to do in interpreting the rules that *do* exist without having to add those that *should* exist. The magic is very powerful making a sorceror noticeably more powerful than his companions. This would not be so upsetting if the requisites for being a sorceror plus the table of character origin did not ensure that any character capable of sorcery is almost certainly a good fighter as well. This basic inequality of beginning characters was a source of unnecessary tension during play (and I had a good character!).

Stormbringer seems to have sacrificed some campaign playability in order to achieve the true atmosphere of Moorcock's books. The trouble is that unless you are an *Elric,* inglorious death is remarkably easy to come by, and this is reflected in the rules too! Nobody wants to play a character that does not have at least the potential to be a Hero. So, if you want to have single death or glory adventures in the Young Kingdoms, *Stormbringer* will give you them, but to get a continuing campaign underway will take a certain amount of rewriting and careful thought.

Overall: 7 **Murray Writtle**

THE MUDSKIPPER
A MULTI-TERRAIN VEHICLE
by Dryden Badenoch

Starbase *is a regular department devoted to readers' ideas for* Traveller, *edited by Bob McWilliams.*

Construction

The original design for the 100-ton Multi-Terrain Vehicle was produced by CN Dubaric, the Commercial Transport division of Monark Transtel. The first model was sold in 827 and, though production ceased in 863, *Mudskippers* remain in service throughout the Imperium to this day. Several inferior models have since been produced by pirate manufacturers in the outlying regions.

Specifications

The standard Transtel *Mudskipper* has a crew of three (pilot, co-pilot and technician), with a passenger capacity of seventy and a cargo capacity of twenty tons. On most journeys, four stewards are also carried. The mudskipper is capable of three modes of travel: aquatic (sub-sea and surface), cross-country and arctic. If weaponry is required, hardpoints for two autocannon are fitted as standard, though these may be adapted for RAM auto-launchers for subsea use. The hull is fully airtight, and may be used in vacuum or at sea depths of up to 250m due to the strength of the hull armour.

Performance

The fusion reactor gives a *Mudskipper* almost unlimited endurance, but standard operational range is set at 10,000km, and onboard facilities in their basic form are not designed to cope with a journey of more than 12 hours, there being only limited facilities for the preparation of meals. The reliability of the Hunslett 2.7ves reactor is almost legendary, so the *Mudskipper* can operate on the minimum of maintenance (throw 11+ for a breakdown to occur, DMs -1 if the technician has Engineering-2 or Mechanical -2 (cumulative) and +1 per month without a maintenance period. Throw monthly for Transtel models, and weekly for others).

The cruising velocity of the *Mudskipper* in each mode over various terrains is shown below:

Crawler: 50kmph Road; 30kmph Rough; 20kmph Cross-country.
Floater: 25kmph Surface; 30kmph Submerged.
Skimmer: 75kmph Ice; 25kmph Snow.

NB Skimmer and Crawler modes require the deployment of skis and tracks respectively. These are contained in the outboard pods and in the lower hull, controlled from the cockpit.

Suggestions for Use

Base price for the *Mudskipper* is MCr10 at TL9, so it is unlikely that any *Traveller* player should wish to own one, unless he has at his disposal a ship large enough to transport the craft from world to world. The standard *Mudskipper* is obviously a replacement for an airliner on worlds where, for one reason or another (lack of air, fluctuating gravitational and magnetic fields, etc) flight is impractical. Variations on the standard design include a cargo carrier, where the second-class section has been removed to enlarge the cargo bay, and a long-range version in which the seating is replaced by staterooms.

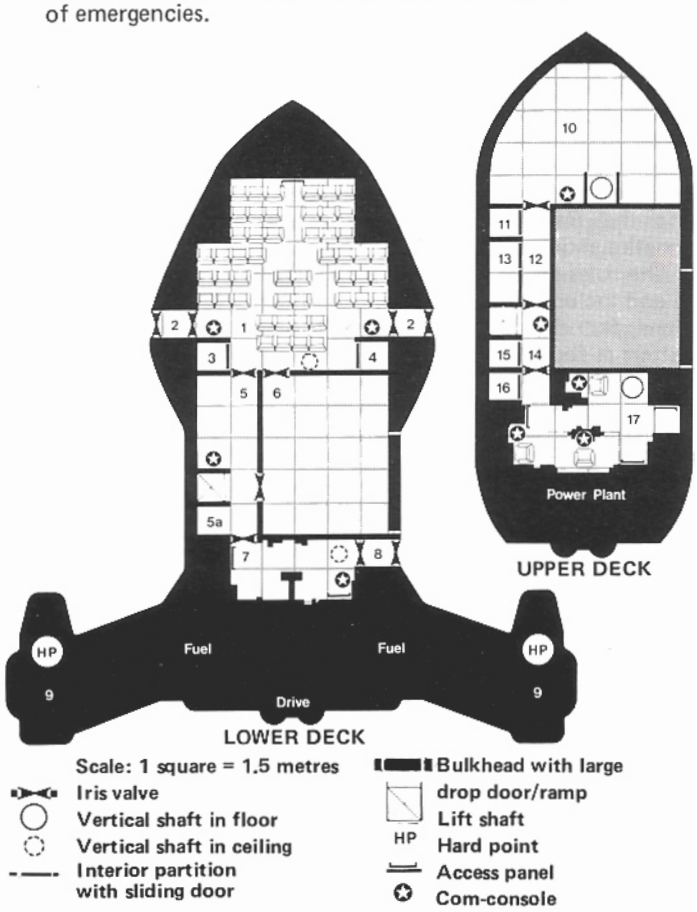
Due to their low TL, *Mudskippers* will be encountered mostly on frontier worlds as explorers and transports, though planet-bound mercenaries or armies may invest in the vehicles as command bases. The possibilities are endless, but remember to use commonsense: a *Mudskipper* will rarely be found in situations where a standard vehicle would be less expensive, faster and/or more suited to the task.

Interior Details

1. *Second Class Passenger Seating.* Cramped seating for fifty passengers; seats incorporate video screens and com-consoles for use during the journey. Relevant survival apparatus under each seat.
2. *Airlock.* Standard starship fitting.
3. *Fresher.*
4. *Equipment Locker.* Tools, medical supplies and survival equipment relevant to the planet on which the *Mudskipper* is operating.
5. *Galley.* Designed to cater for the passengers during long journeys (over two hours), the galley consists mainly of a cold store and a series of microwave cookers for the preparation of freeze-packed meals. Lift to upper deck.

5a. *Pantry.* Storage for foodstuffs and utensils.

6. *Cargo Bay.* Twenty tons of cargo space, accessible by an armoured cargo door.
7. *Lower Drive Access.* Contains systems monitors and access to the fusion reactor, and controls for refuelling the ten-ton capacity fuel tanks.
8. *Airlock.* Standard starship fitting.
9. *Outboard Pod.* A stabiliser/float for the ship when in floater mode, incorporating ballast tanks and aqua-jets for use in submarine operations. Also contained are remotely deployable skis and crawl-tracks, and remote firing systems for the auto-cannon turrets.
10. *First-class Lounge.* A luxury lounge area seating twenty, with a bar and other comforts for first-class passengers only.
11. *Fresher.*
12. *Circulation Space.*
13. *Supply Store.* General storage area for maintenance equipment and spare parts.
14. *Circulation Space.* Lift to lower deck.
15. *Store.* Cleaning and miscellaneous equipment.
16. *Fresher.*
17. *Cockpit.* Control consoles for the pilot, co-pilot and engineer. The pilot console is on a raised dais to allow a view through the plasteel cupola, which can be covered in seconds with an armoured shield. The vessel may be piloted by remote cameras and instrumentation instead. The area includes the onboard computer, which is equivalent to a Model/3 for programming and combat purposes. It provides complete autopilot facilities, as well as a library service for the passengers. In practice, most commercial journeys are made on automatic, the crew taking manual control only in the event of emergencies.



This Is, Of Course, Impossible

Time Travel in AD&D by Marcus L Rowland

It's hardly surprising that time travel has received limited attention in *AD&D* and other FRP games. Arguments about the possibility and effects of time travel tend to give their participants blinding headaches, and even theoretical physicists are divided on some of the issues involved. This article ignores most theoretical objections and concentrates on the nature of time (in five different varieties), a few methods for accomplishing time travel, and methods for determining the results of time travellers' actions.

Be warned – Incorporating time travel into an *AD&D* campaign can be incredibly complicated. As an initial step it's vital to work out the history of your universe in a fair amount of detail, and also essential to record every action of player characters, monsters, and miscellaneous NPCs. It can even be necessary to keep track of minutiae such as weather, the songs birds sing, and flies the players swat.

The Nature of Time

I: Linear Time (Immutable): This variety of time is best characterised by the phrase *'The moving finger writes, and having writ moves on'*. It is totally impossible for players to cause any change, however minor, in the course of events, but possible for them to take advantage of recorded history by causing its events and gathering such unconsidered trifles as might fall their way. If travellers inadvertantly cause any change in history they will immediately 'snap' back to their base time, losing all accumulated loot and experience and possibly invoking divine anger for their presumption. The change will not really happen since the party will 'never' have left.

II: Linear Time (Variable): There are three subcategories of this sort of time, in all of which it is possible to cause changes in events.

IIa: Avalanche Time: In universes functioning by this system even the slightest action can 'snowball' to have a significant effect years or millenia later. There is no tendency for events to revert to their original course without additional tampering.

IIb: Elastic Time: In this system there is a basic 'stretchiness' in the fabric of history making it possible to cause changes in one era with little or no effect on later events. Killing a man's ancestor will not kill him since he is descended from the total gene pool of the population. Similarly, if a dictator is killed he may be replaced by another man with very similar methods and goals.

IIc: Conservative Time: In this system it is very difficult to cause any change in events. Men killed at the wrong moment will spontaneously resurrect or become zombies performing predetermined roles, and those kept alive when they should die may suffer spontaneous heart attacks, be struck by meteorites, or otherwise meet their predestined end. Any change in history is made with fantastic difficulty but is not absolutely impossible, and will tend to correct itself over very short periods unless further alterations are made.

In universes functioning by variable *linear time* there will generally be one or more temporal police agencies dedicated to maintaining the status quo. It is also possible for there to be two or more rival organisations trying to turn history to different courses, all of which claim to be from 'original' timelines.

If time travellers in variable linear universes succeed in making significant changes there is a possibility that they will change their own basis in time, to such an extent that they themselves might cease to exist. The chance of this happening can be found on the following table:

Time since Alteration	*Minor Change*	*Medium Change*	*Major Change*	*Avalanche Time*	*Elastic Time*	*Conservative Time*
0-10yrs	5%	10%	15%	+5%	–	-1%
10-20yrs	8%	16%	25%	+10%	-2%	-3%
20-40yrs	14%	22%	35%	+15%	-4%	-9%
40-80yrs	20%	28%	50%	+20%	-8%	-25%
80-160yrs	24%	34%	70%	+30%	-16%	-60%
160-300yrs	28%	40%	90%	+50%	-30%	-90%
300+ yrs	30%	46%	95%	+80%	-60%	-99%

In the above table a minor change is an event such as killing a dog or robbing a peasant, a medium change is an event such as killing or saving the life of an unimportant man, and a major change is an event such as killing or saving the life of a King, major cleric, or other important figure. DMs may wish to modify this roll in cases where the change takes place a long way from the characters' homes, where special care is taken to prevent (or encourage) such an event, and in the case of unimportant people who are the ancestors of major historical figures. In all rolls on the above table the combined total reached by adding the types of change and time should not be more than 99% or less than 1%.

If characters do eliminate themselves from history the DM can handle the outcome in several different ways:

1: Eliminated party members return to a changed history as strangers to all except the party.
2: The party members cease to exist (no resurrection possible) as soon as the change becomes established.
3: As soon as the change is made the party enters a closed *temporal loop* a few minutes long (see below) which persists until they manage to alter events.
4: As soon as the event becomes established the entire party 'snap' back to their base time, losing all loot and experience but recovering any party member who may have been killed during the time journey.
5: The party experience time reversal, back to the moment they made the time change.

Party members may also cause changes to an extent sufficient to alter their personal financial status, social standing, or experience level, without deleting themselves from history. In such cases the DM should recalculate these factors on return to their own era.

Finally, while it is possible for a character to become his own grandparent or distant ancestor on variable *linear timelines* it is impossible for characters to become their own parents without causing self-annihilation, since sheer genetics make this impossible.

III: Branched Time: In this system the timeline forks at various significant events, each branch leading to a separate future with different historical events. Depending on the structure of the universe, branches might occur only at key points in history or with much greater frequency, every time an event with more than one possible outcome occurred. The ease or difficulty of making an historical change and thus entering a new branch is similar to that found in the various types of variable *linear time,* except that original timelines are not annihilated by changes. Similarly, the effect of deleting Player Characters from the new branch's history is that they will not be known on their new timeline. If duplicates of Player Characters do exist on the new branch they will probably not welcome the arrival of such interlopers, and may have very different social status, skills, and other characterisitics from their 'originals'.

IV: Parallel Time: In this system there are an infinite number of universes functioning by immutable *linear time.* If characters travel into the past to alter history, they actually enter another timeline in which their activities are 'already' recorded history. It is impossible for characters in such universes to eliminate themselves from history but they can remove an alternate version of themselves. If duplicates do exist on the new timeline they might not make their 'originals' welcome.

V: Looped Time: In this sytem, past and future link to form a continuous cycle usually lasting hundreds of years but sometimes only a single lifetime or even a few hours or minutes. Short ▶

▶loops may show marked discontinuities in the flow of events. *Looped time* is an extremely rare phenomenon, usually only occurring as the result of some great magic, natural disaster, or of extensive tampering with time, and will usually be found as a disruption of some other form of time.

Time Travel – Methods

A: Time Machines: These are technological or magical devices/methods moving themselves and one or more people through time. They are not firmly linked to one particular moment or place.

Time machines may be of any size, from a ring or belt carrying a single person to a mechanism the size of a small castle. In the latter case DMs may find it convenient to keep the main mechanism outside normal spacetime with entry by a small materialising module (for some reason these modules usually take the form of blue boxes). *Time machines* can be divided into four groups in terms of mobility, range, and reliability:

1: Range ± 100 days, spatial mobility-nil; minimum journey-1 day; accuracy + 12%; down time, 12 hours between journeys; failure probability 20%.

2:: Range ± 12 years, spatial mobility-100 miles; minimum journey-6 days; accuracy ± 10%, ± 10 miles; downtime, 8 hours; failure probability 10%.

3: Range ± 100 years, spatial mobility-planetary; minimum journey-10 days; accuracy ± 8%, ± 100 miles; down time, 6 hours; failure probability 10%.

4: Range ± 1000 years, spatial mobility-interplanetary; minimum journey-12 days; accuracy ± 7%, ± 1000 miles; down time, 5 hours; failure probability 7%.

If machines with more advanced capabilities are introduced they must not be made available to Player Characters. In all cases, *time machines* will be kept under extremely strict guard with many safeguards against theft and other illegal use, and cannot be made by Player Characters.

If a *time machine* malfunctions there are several possible results on percentile dice:

01-30: Machine does not travel, and cannot be reactivated until its downtime has elapsed. 31-45: Machine travels forwards instead of back in time, or vice versa. 46-70: Machine is trapped in a time loop 1-6 rounds long, and can only leave loop if controls are reset to a random destination. 71-80: Machine travels only half the distance set in time and space. 81-90: Machine travels twice the distance set in time and space. 91-00: Machine travels to destination then suffers permanent breakdown.

One spell is available to magic-users, which allows them to travel through time in this manner:

Time travel (Alteration)

Level: *9*	Area of Effect: *Special*
Range: *Special*	Components: *V, S, M*
Duration: *Special*	Casting Time: *1 hour*
	Saving Throw: *None*

This spell allows the magic-user to travel through time as a type I *time machine,* taking with him a number of associates equal to the number of Lvl 9 spells he can cast in a day. The spell will also move 100 lb of inanimate matter per level above the 17th of the magic-user. To cast this spell another three magic-users of Lvl 5 or better, who do not travel in time, must help with an elaborate ritual which drains their spell-casting ability for that day. Material components are four staffs, three made of silver and gems which stay with the magic-users' assistants (value 500 gp each) and one made of jewelled platinum (value 2500 gp) which travels with the spell-caster, a quartz hourglass which explodes as the ritual is completed, and a 50 gp silver bugle for each traveller other than the spell-caster.

A variant on the conventional *time machine* is the *track jumper* which can travel from one branch to another in *branched time* or one line to another in *parallel time.* These machines are not usually capable of normal time travel. An equivalent effect can be achieved by a modified *plane shift* spell cast as a Lvl 6 clerical spell.

II: Time Tunnels: These are natural or constructed systems in which movement through space along the tunnel's 'length' causes a movement in time. Time experienced in these tunnels is not directly related to normal time. Exact details of these tunnels are subject to considerable variation, but they usually have exits congruent to normal space a few weeks or months wide at intervals of several hundred years. These entrances are normally extremely well concealed, and usually guarded in several ways. It is possible to make short time journeys by entering tunnels and moving from one side of an exit to the other. A typical tunnel length/time ratio is 100' per year, with a total tunnel length of 1-4000 years. Specialised tunnels may link different branches or timelines in appropriate universes.

C: Time Gates: These are controlled openings through spacetime operated from one particular place. While travellers can use the *gate* to visit a particular place and time the *gate* itself remains fixed at a particualr location, aging normally.

There are four different classes of *time gate* comparable to the different types of normal *time machine* in spatial and temporal range. Each type of *gate* will open for 1-6 melee rounds then cannot be used for a period equivalent to the down time of a normal *time machine. Time gates* are as likely to malfunction as *time machines,* their failure modes are, on percentile dice:

01-40: Gate does not open. 41-55: Travellers move to the future instead of past or vice versa. 56-80: Travellers are moved 10-200% of desired journey. 81-00: Travellers are moved to their destination and then there is a permanent breakdown.

Most forms of *time gate* are kept under heavy guard in securely concealed locations and boobytrapped or locked against unauthorised use. Like *time machines* and *tunnels* some *gates* open to different branches or parallel timelines rather than giving access to past or furure eras in appropriate universes. The effect of a normal *time gate* can be duplicated as a Lvl 9 magic-user spell in some universes:

Time gate (Alteration)

Level: *9*	Area of Effect: *1"*
Range: *Special*	Components: *V, S, M*
Duration: *1-4 rounds*	Casting Time: *4 turns*
	Saving Throw: *None*

This spell allows a magic-user of appropriate level to open a 'hole' in time through which his party can travel to the past or future. The maximum range of this spell is 100 days, with an accuracy of 12% and a minimum journey of one day. To cast this spell the magic-user must assemble a square frame of 10' poles carved from the wood of a tree at least 500 years old, gilded, and fitted with silver and gold rings to a value of 300 gp per pole, then write various symbols on the ground around it, adorn the frame with aromatic herbs, and finally soak it with oil and set fire to it. As it burns, a black wall will fill the frame which is a portal to the past or future. After 1-4 rounds the frame will be destroyed and the *gate* disappear. All parts of the frame including the rings are lost in casting this spell.

There is a 20% probability on each casting that the spell will malfunction and form a *gate* to another plane, to the past instead of the future or vice versa, or to a random point anywhere in the multiverse. The spell can only be cast once per day (subjective).

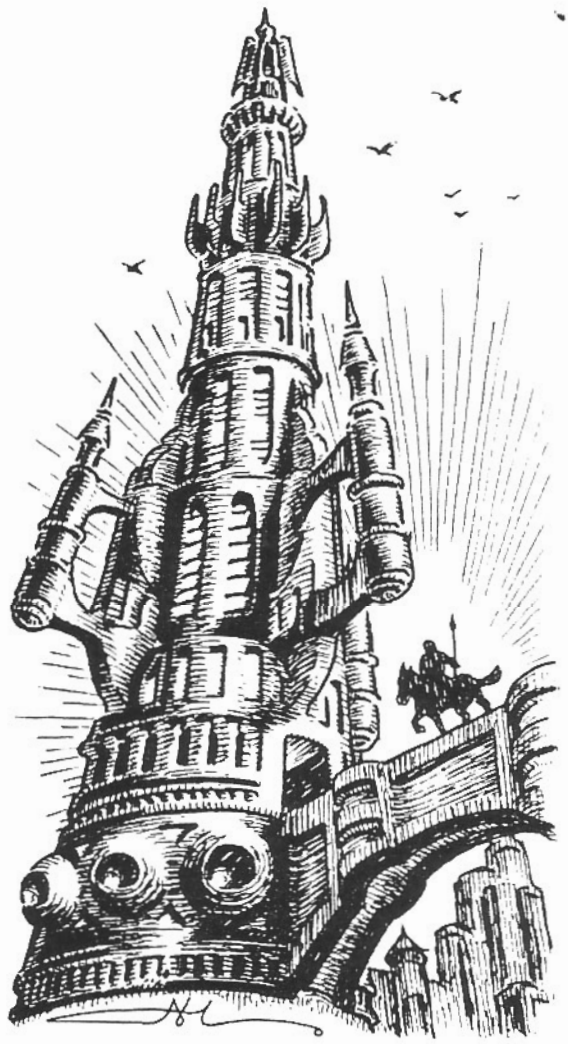
D: Time Holes: These are apparently random natural openings between eras, appearing as *gates* or *holes* a few feet wide or high for periods of 5-10 segments. The exit from these *holes* is usually 10-20' above ground level, and it is impossible to know where the *hole* leads without entering it. Most *time hole* appearances are unique but some are cyclical, reappearing at regular intervals. It is possible for a series of different *time holes* to appear at a single place, giving the illusion of a single cyclical *hole.* Very rarely they will exist for longer periods, in larger sizes, or as a two way *hole* allowing travel in either direction.

In universes containing *time holes* the follwing spell is sometimes available to magic-users druids, and detectives (*WD24*):

Locate time hole (Divination)

Level Druid: *4*	Area of Effect: *Special*
Magic-user: *5*	Components: *V, S, M*
Detective: *4*	Casting Time: *2 rounds*
Range: *1 mile*	
Duration: *Special*	

When this spell is cast the material component, a quartz disc,



emits a pulsing blue light if it is within 1 mile and eight hours of the appearance of a *time hole.* As the *hole's* appearance point is approached the disc will glow more brightly, and as the moment for it to arrive approaches the pulsation rate will increase, eventually becoming a steady bright glow as the *hole* appears. This glow will also illuminate the borders of the *hole,* which is otherwise invisible. One segment before it closes, the light will go out.

Time before *hole* materialisation is related to pulsation rate as follows:
4-8 hours = 1 flash/segment; 1-4 hours = 2 flashes/segment; 1 turn-1 hour = 5 flashes/2 segments; 1 round-1 turn = 3 flashes/segment; 0-1 round = 5 flashes/segment, increasing as moment approaches.

The pulsations are brightest on the side of the disc nearest the *hole.* Once it disappears the disc must be recharged to find another. If there is no *hole* in range the spell is lost.

A permanency spell can be cast on energised discs, allowing them to be used repeatedly without casting the spell each time. There is a 10% chance that this spell will be lost each time the disc is taken through a *time hole,* and a 10% chance rising by 5% for each week the disc does not detect a *hole* that such discs will lose half their physical and temporal detection range.

Sequence of Play

How you play time travel is a matter for individual DMs. In the simple example following the subjective experience of the player characters is made the basis of all sequences of play, with the more experienced persona of each character being controlled by players and their earlier selves controlled at least partially by the DM. In this example the universe functions by *conservative variable linear time,* although players do not know this initially:
Day 1: Characters A, B and C have stumbled across a huge gold idol. They decide to bury it until they can return with a wagon, and tear their map of its location into three pieces so that they cannot find it without co-operation.
Day 3: They run into a wandering red dragon which kills A. B and C eventually kill it but then find they can't recover the idol without A's part, which has been burned.
Day 8: While hunting the idol B and C stumble across a type I *time gate,* and are able to read the operating instructions after some study. They decide to try to intercept themselves before A is killed, or at least to save his part of the map.
Day 3: B and C arrive a day later than planned, due to the *gate's* inaccuracy, but reach their earlier selves just as the dragon attacks them. The dragon and A see them arrive. The dragon turns its head towards them but away from A. A is so surprised to see duplicates of his friends appear that he trips over his own feet, unluckily falling straight into the dragon's flame, and is killed. The 'earlier' B and C also notice their arrival, which distracts them so much that the dragon is able to take them off guard. The DM rules that the player characters have succeeded in annihilating themselves and so rolls to see what effect this will have on time. His decision is that a closed temporal loop will form from the moment their 'earlier' selves are killed back to the moment they left the *time gate.* The 'later' characters thus lose all free will and perform their earlier selves' actions in every detail, killing the dragon, fruitlessly hunting the idol, finding the *time gate,* and travelling back to day 3. On arriving at day 3 they regain free will and can try again. Their actions on their 'first' trip are cancelled out.

Things can get much more complex if larger parties are involved, or if part of the group has made a different time journey to the rest.

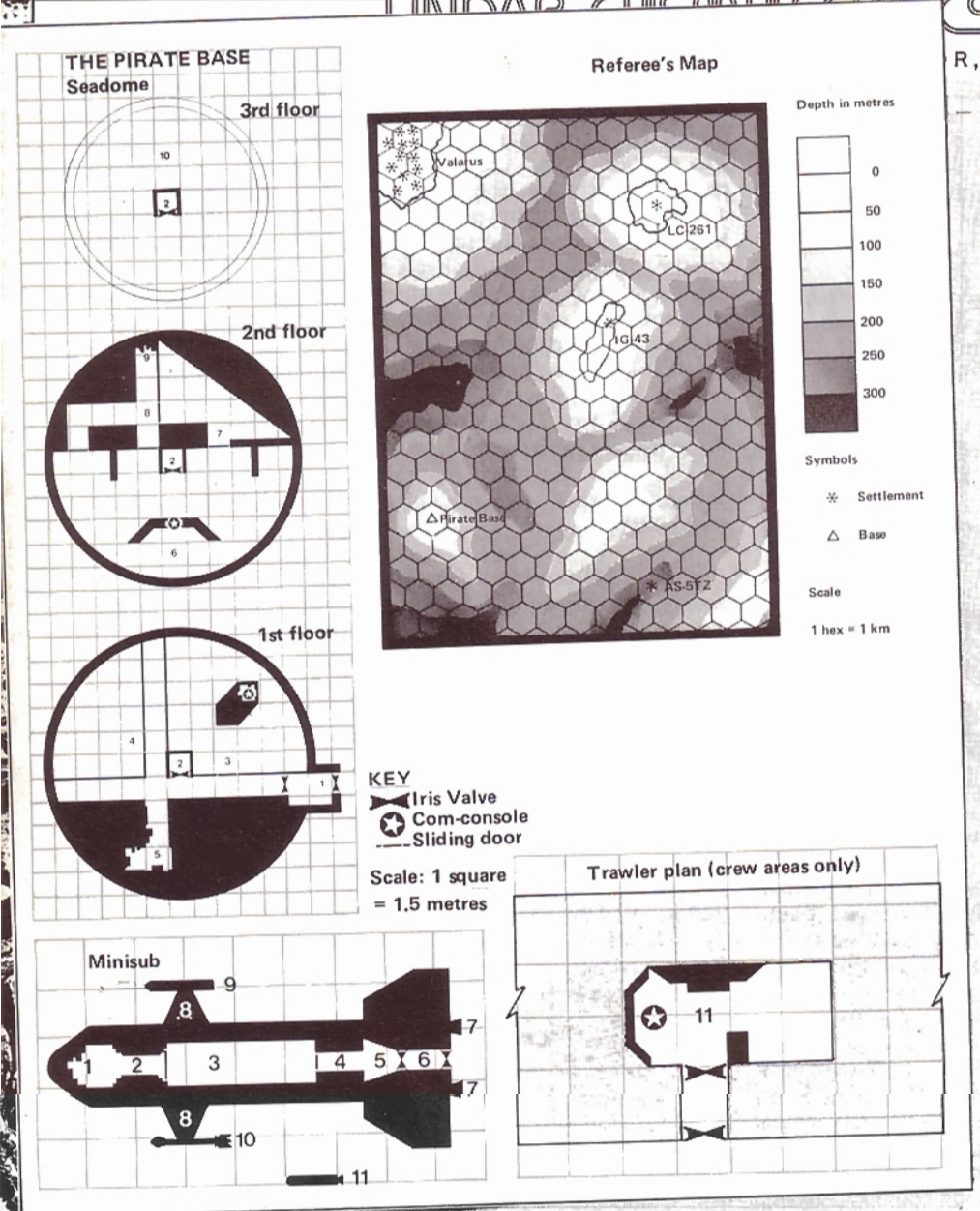
If this article inspires a few DMs to try time travel I hope not too many players will want to lynch me. The list of books, stories, films and TV programmes which follows might be of use to both sides. After each title I've given a Roman number to show the type of time (as explained above) and a letter for the type of time travel involved. If either is unclear a question mark is substituted. In some cases that do not readily fit the models of time in this article I've inserted an asterisk instead.

Isaac Asimov	*The End of Eternity*	IIb, A
Poul Anderson	*Guardians of Time*	IIb, A
	The Corridors of Time	I, B
	There Will be Time	I, A
Barrington J Bayley	*Collision with Chronos*	*
John Brunner	*Times without Number*	IIa, A
Ray Bradbury	*A Sound of Thunder* (story)	IIa, A
David Gerrold	*The Man who Folded Himself*	IV, A
Fred Hoyle	*October the First is Too Late*	*
Keith Laumer	*Dinosaur Beach*	III, Various
	Worlds of the Imperium	IV, Jumper
Fritz Leiber	*The Big Time*	IIIc, A
	Try and Change the Past (story)	IIIc, A
Ward Moore	*Bring the Jubilee*	IIa, C
Larry Niven	*All the Myriad Ways* (story)	III, Jumper
	Wrong Way Street (story)	IIa, A
	Theory & Practice of Time Travel (article)	Various
H Beam Piper	*Gunpowder God*	IV, Jumper
H G Wells	*The Time Machine*	?, A
Roger Zelazny	*Roadmarks*	III, B
	The Amber Series (several novels)	IV, Various
Films, TV, etc	*Time Bandits (Handmade Films)*	IIb, D
	Dr Who (BBC)	?, A
	The Time Tunnel (American, 1960s)	IIb, C
	The City on the Edge of Forever (Star Trek)	IIa, C
	Tomorrow is Yesterday (Star Trek)	IIa, A
	The Hitch-hiker's Guide to the Galaxy, episode: The Restaurant at the End of the Universe	?, Various■

WEED WAR: VINORIAN

by S McIntyre

A Traveller scenario for 2-8 players. The referee will require Books 1-4, and Supplements 2 and 4.



Introduction (Players and Referee)

Vinorian/Rhylanor (0701) is a medium sized world, largely covered by water. The atmosphere is heavily tainted with chlorine, which occasionally creates a green mist just above the surface of the seas, and which dissolves in the water forming very dilute hydrochloric acid. On the surface of the sea grows a kind of seaweed unique on Vinorian, which can be used to make certain drugs. The monopoly for this trade is currently held by Lindar Chemitechnics Ltd. The population of just over one million are mostly company employees, and live in Lindarport, a large domed city some two kilometres from the starport. The starport is on piles and stands twelve metres above the surface of the sea, but Lindarport itself is beneath the sea, on a plateau. The seas are warm, but the land masses are arid and support very little animal or plant life.

When the players land on Vinorian, they are forced to wait while their papers are updated. During the delay, a Lindar executive recognises them as travellers, who he supposes might be interested in earning the price of a passage off Lindar. He fetches his superior, a major of mercenaries, who is in charge of security. This man makes a proposition:

Lately drugs have appeared on the market, on Rhylanor and other worlds, which could only have been produced from this weed, but which were marketed by a rival company. This prompted an investigation, as the drugs undersold Lindar's products by a considerable amount, and the company's profits were threatened. The investigation showed that large amounts of weed were being harvested, by an unknown agency. Obviously Lindar wishes to put a stop to this, but is unable to use force because that would seriously damage its already shaky public relations. If, however, some off-worlders were to find out how the pirates operated, as if by accident, and render their trawlers useless, then Lindar could not possibly be connected. Any measures the players deem necessary could be used, if the action did not harm the weed crop or appear to be connected with Lindar. Lindar Chemitechnics would provide equipment for the operation: swimming equipment, and oxygen tanks for each man, along with a CO_2 harpoon gun and knife. Lindar would also arrange for the hiring of a minisub, with undersea equipment handling gear and micro-torpedoes. The pay for a successful mission, which would require the immobilisation of whatever the pirate group are using to harvest the weed, would be Cr 50,000 per man, and possibly some little gift from the firm if the mission was carried out particularly well.

Minisubs

Displacement: 5 tons.
Dimensions: 11 x 2 x 2 metres.
(Note: Hull is cylindrical.)
Speed: 30 kph submerged/25 kph surfaced.
Passengers or crew: Max = 5.
Range: Powered by a nuclear micropile, 4800 km or four days.
Depth limit: 300 m.

Prices

Submersible: Cr1,000,000; Micro-torpedo: Cr 5000; Equipment pods — Worker unit: Cr 10,000, Drive pod: Cr 2000,000.

Special Weapon: CO_2 Harpoon Gun.

Range Matrix

Close	Short	Medium	Long	Very Long	Damage
-4	+1	-2	-4	-6	3d+1

Armour Matrix

None	Jack	Mesh	Cloth	Reflec	Ablat	Battle
+2	+1	-2	-1	+2	0	-6

Dexterity Requirements

Req Dex	DM	Adv Dex	DM
7	-2	9	+1

Weights and Prices

Base Weight	Bolt	Gas Canister	Base Price	Bolt	Canister
4000g	500g	1000g	Cr500	Cr50	Cr100

Key to Minisub

1. Bridge: At the bow of the submersible is the bridge, a small space with one chair and controls (simplified) for the pilot. The bow portion of the bridge is made of reinforced glassteel, and searchlights mounted in the bridge includes sonar, image intensification and controls for the equipment mounted on the pylons. The airlock doors may be controlled from here.

2. Fore corridor: This narrow corridor is flanked by equipment lockers and the

bow steering motors. The lockers have space for a wetsuit and oxygen tanks, with a little other equipment, and there are two in the forward passage. On the roof of the passage is a glassteel dome.

3. Cargo bay/sleeping area: This area is a cargo bay holding one ton of cargo. It can alternatively be used as a sleeping area, and beds are fitted, behind metal panels in the hold. There are four beds.

4. Aft corridor: This narrow corridor is similar to the fore corridor (2), but there is no glass dome.

5. Lounge: The so-called lounge is a small area about the size of the bridge, but without any control panels. There are two chairs in place, and the roof of the area is glassteel. The rear end is the airlock door. There are controls for the airlock above one of the seats, protected by a wire mesh cover which must be raised before the buttons can be pressed. The panel includes a warning light for each door, to show whether it is open. Another light indicates whether the airlock contains air (green) or water (red).

6. Airlock: When the airlock controls are operated, the inner door folds up into the ceiling of the lock. When this happens a buzzer sounds in the bridge. There is a control in the airlock, which, when pressed once closes the inner door. If pressed again it opens the outer door after a thirty-second delay. If, within that delay period the button is pressed again, the outer door opening process is aborted, and the inner door opens. The outer door is controlled by a stud on its surface, and will open the outer door if the inner door is closed. Each time the outer door is opened, there is a pressure equalisation period during which time the lock is filled with water. The airlock does not function below one hundred and fifty metres depth.

7. Steering jets: These jets are the main drive and steering controls of the submersible. It is powered by water jets, which are fitted at bow and stern, top and bottom, mounted so as to be able to swivel, thus applying equal force in any direction. The work of the waterjets is assisted by hydroplanes mounted on the fins.

8. Equipment pylons: These pylons are mounted on the sides of the sub, and are intended for carrying weaponry or equipment. Each pylon includes a power supply, and universal fitting. Alternatively, equipment may be chained to the pylons, and there are shackles onto which the chains may be fitted. Such chains are carried as part of the usual equipment in a sub.

9. Work pack: This equipment unit contains grabs and wrenches, powered by an internal electric motor, and controlled from the bridge. The cameras mounted on the pod and the fine scales and controls on the bridge allow remarkably accurate control.

10. Micro-torpedo: This is a small torpedo, powered by compressed oxygen. An internal system uses infra-red to locate its target. The images are relayed to the submarine which fired it, and the torpedo is controlled by the pilot. The explosive charge carried is sufficient to chase off most sea creatures, and can possibly damage a submarine.

11. Drive pod: This equipment unit contains extra, independent motor units which can increase the speed of a submarine carrying them by some 2½ kph for each one carried. As there are two pylons, a submarine's speed can be increased by a maximum of five kilometres per hour.

The Mission (Referee)

The players are flown by air/raft to Valarus, a small trawling colony near the scene of the trouble. There, their submarine has been prepared. They will start out at once, searching to the south, but also checking the various small 'hamlets' for any clues. The three nearest colonies are LC-261, IG-43 and AS-5TZ. This last is a special deep-water base, on the seafloor, which is about three hundred metres deep at this point, approaching the depth limit of the submarines. Each hex on the map represents one kilometre, thus allowing the submarine to cover the distance in a fairly short time. However at each of the small clusters of houses they must stop off. Each time they stop roll 8+ for there to be a rumour awaiting them.

Rumour (1d6, 1d6)

1-3 :1 = The pirates are based at Valarus.

:2 = The pirates are due south of Valarus.

:3 = The pirates use submarine trawlers.

:4 = A man called here lately — he was selling weed-derived drugs, but was not a Lindar employee. He left in a mini-sub.

:5 = A submarine was destroyed last week by a Gunni skate — a kind of giant flatfish.

:6 = The pirate base is not at any listed area. Not LC-261, IG-43, AS-5TZ.

4-6 :1 = A man purchased some illegal explosives under the counter at Valarus only last week.

:2 = A trawler pilot reports seeing a gigantic blue-grey bulk on the surface in a weed patch. It dived at once, and he thinks that it must have been some kind of sea creature, as it let out a blast of air and water as it went under.

:3 = A fisherman in a weed-clear area heard powerful submarine drives running on the surface at night, but saw nothing.

:4 = The weed was largely chewed up to the south of here.

:5 = The pirates are based at LC-261.

:6 = A coastguard saw a starship land at night in the sea to the south.

Encounters/Events (Referee)

Roll 10+ on 2d6 per hex crossed or entered for an event or encounter, then 2d6 for type.

2:Gunniskate. This large grazer is not intentionally dangerous, but if attacked it will fight back on a thrown of 5+ on 2d6. See submarine combat.

Gunniskate 36,000 kg. A10/F8/S3. Hits: 38/14. Damage: 8D + 8. Thrasher.

3:Undersea turbulence. Roll 9+ to regain control. Each time the throw is failed, roll 8+ for the submarine to be damaged. If the submersible is currently at 300m or near the floor of the sea, add 4 to the chance to be damaged. If it is damaged roll on the hit table under submarine combat.

4:Mechanical failure. Some piece of equipment fails. Roll randomly on the diagram (2d6–2) to determine what part of the submarine is affected, then decide which particular piece of equipment is affected. The failure may not be noticed until the equipment comes to be used.

5:Sonar malfunction. The curious nature of the water causes a sonar echo to appear 1-6 hexes away from the submarine. The echo vanishes, and when the sub arrives there is nothing to be seen.

6:Weed trawler. A legitimate weed trawler passes by, forcing the submarine to dive if it is on the surface or at a shallow area.

7:Submersible. Another minisub is encountered — roll on the random person encounters table (*Book 3*) to find out who the occupants are. Dice also for a rumour to be available, if the crews of the two subs talk with each other. Use common sense.

8:Sandy water. The water is clouded for the next 1-6 hexes, and vision is reduced to just over 100 metres.

9:Subsea forest. A dense tangle of weed appears unexpectedly. Roll 8+ on 2d6 to avoid becoming entangled. If the sub is entangled it must be freed by the crew. 4-24 man hours of work will be needed, and during the time roll every 6 hours for an animal encounter: 9+ on 2d6, and use the Animal Encounters Maritime locations in *Supplement 2.* The referee must choose which table is most suitable. An event should also be rolled for on these tables.

10:Seaquake. A small seaquake occurs. Roll 8+ for the submarine to be damaged, taking 1-3 hits, and 1d6 damage to each person in the submarine.

11:Shoal. If the submarine is near the seabed, an unexpected shoal occurs; roll 8+ on 2d6 to avoid it. If the roll is failed, the submersible takes 1-6 hits.

12:Pirates. Real pirates, as opposed to weed pirates. They will either have torpedoes of lethal capability and order the players to stop and hand over their sub, or they may try to board the ship by either pretending to be in need of help or simply inviting the players aboard their own ship.

Submarine Combat

Submarine combat is basically similar to space combat, and the control of torpedoes is much the same as that of missiles. Consequently Gunner expertise is of use here. Any expertise the character may have in submersibles is also valuable. The

weapons used are of two types: (1) Micro-torpedoes — intended to scare off animals, but sometimes effective against submarines; (2) Torpedoes — the illegal weapons used by pirates. They consist of two or three micro-torpedoes welded together, with the warheads replaced by mining explosives with contact fuses. The basic roll of 8+ applies for the 'to hit' roll; DMs are: target's Submersible skill, + gunner's Gunnery skill.

If a hit is scored roll on the table below to see where the hit occurred. The number in parenthesis is the number which must be rolled on 2d6 for a micro-torpedo to do damage.

Hit Location (2d6)

2:Airlock. (5+) A hit here will destroy the airlock, and flood the submarine on 8+.

3:Steering jets, aft. (9+) A hit here will render the submarine incapable of forward movement.

4:Lounge. (6+) A hit here will do 2d6 damage to anyone in the lounge, and blow the roofplate in on 9+, flooding the submarine, and doing another 1d6 damage to anyone in the lounge.

5: Aft corridor/ballast tanks. (9+) A hit here will incapacitate the aft ballast tanks and slow the submarine. It will also do 2d6 damage to anyone in the corridor.

6:Cargo hold. (8+) A hit here will burst the cargo doors on 9+, but otherwise will only shake equipment off wall racks, and do 1d6 damage to anyone in the hold.

7:Cargo hold.

8:Cargo hold.

9:Fore corridor/ballast tanks. (9+) A hit here will have the same effect as in area 5. It will also burst the dome on 8+, flooding the submarine.

10:Equipment pylon. (6+) A hit here will ruin the equipment pylon, and any cargo or equipment currently on the pylon. It may start a fire in the bridge on 10+, or flood the cargo hold (9+).

11:Bridge. (6+) A hit here will do 2d6 damage to anyone in the bridge, destroy the sonar (1-3), pylon controls (4) or sub controls (5) or two of the previously mentioned (6). It will also flood the bridge and the rest of the ship on 8+. Any damaged equipment may be repaired on 9+, DM of relevant expertise. Repairs take 3-13 minutes — expertise level. (2d6+1 — skill level).

12:Hull. (9+) A hit on the hull may split the submarine open on 9+. If a hull hit occurs, the submarine is totally wrecked, with crew taking 1-3d6 damage, and drowning if they cannot find breathing gear and get it on.

Damage: A torpedo does 10d6 damage to a man in the open sea; a micro-torpedo does 5d6 damage.

The Pirate Base (Referee)

The base is on a subsea peak, just below the surface of the water. There are two minisubs, one of which is armed with two torpedoes and will be on patrol. There is a small dome, and two large subsea vehicles: submarine trawlers. These are very large submarines, in the seventy-ton range, and largely automated. They are parked on the hill top. There are various men swimming nearby, or in the vehicles.

Sighting of the Base, and Beginning of Adventure

When the base is first sighted, the pirates will already have detected the minisub on sonar. The patrol minisub will be detached from patrol and sent in to destroy the intruder. Meanwhile the guards will take torpedoes from the armoury, and fit out the second sub for battle, a complex process which will take some 5-25 (4d6+1) minutes. If the patrol sub fails to report back with proof of a kill, the second sub will be sent out. If neither submarine returns the base will go to full alert. While the submarines are in action, one man will be went into the glass dome on top of the Seadome, while the other four guards will wait in the airlock. If an approaching submarine is sighted, they will send out two men, who will wait in the seaweeds near the lock and attack any men in the water. The others will wait just down the passage from the airlock, ready to fire with their harpoon guns or snub pistols. The guards will almost always be in this position when the players arrive, unless the players take special action, ie stirring up sand to hide their approach, covering behind other submarines, or approaching swimming. The crews will be in their vehicles, the others at their posts.

Location Key to Pirate Base

Note of explanation: The Seadome is made of reinforced plastic, and is likely to be punctured in a prolonged shoot-out. The walls can take 15 points of damage from a single shot, or a total of one hundred points. If the wall is punctured, the room will fill with water in 2-7 minutes. The sub trawlers have much stronger walls: the glass forward view ports can take 30 points from a single shot, or a total of 225. The steel hull can take a total of 300 points.

1) Airlock: This automatic airlock opens when a stud is pressed on the outside. The outer door closes after one minute, and the water is let out. When all the water is out, a period of about forty-five seconds, the inner door opens. The process is reversed for someone exiting the Seadome.

2) Central Shaft: The Seadome is built around a central ladderwell, which goes from the bottom deck to the observation area at the top. There are exits at each of the floors, with watertight doors fitted.

3. Lower Control Room and Sleeping Area: This room contains three beds, and basic control systems. The control systems include television screens showing all the rooms in the dome (currently bland) and areas of surrounding sea. In this room will be also the breathing gear and swimsuits for the sponsor, and command personnel.

4. Bunkroom: This room provides sleeping quarters for the guards and scientists. There are simple beds, lockers and overhead lighting. There is nothing of particular value or interest in the room.

5. Power Maintenance Area: This small area is in the centre of the dome's life-support systems. It has various controls, including a large switch marked *on/off.* Nearby are buttons, with green lights glowing above them labelled *lighting, air, commo, lock, scan. Lighting* shuts down all lighting in the dome, *air* will stop the air circulating if pressed, *commo* will cut power from the dome's communicatiors, *lock* will make the airlock inoperative, *scan* will cut the power to the internal and external televisor systems, and the sonar. The *on/off* switch, if moved from *on* to *off,* will cut off all these functions. Pressing the button again will restore the green light, and make the function work again.

6. Central Control Area: This large control room contains commo gear, television screens showing the inside and outside of the dome, sonar and hydrophone equipment, computers and automatic analysis machinery. There are seats loosely scattered around the control room.

7. Armoury: This room contains two harpoon guns, each with five bolts, and ten daggers. There are also two torpedoes chained to one wall. The padlocks on the chains prevent removal of the torpedoes without the keys, which are carried by the security officer.

8. Generator Maintenance Corridor: This corridor runs between two minor generators, allowing their repair and maintenaance. The generators are protected from the corridor by wire mesh screens.

9. Gunlock: This device allows the insertion of a weapon, which will then be manoeuvred by grabs to protrude from the side of the dome. By using a remote control panel set by it, the weapon can be made to fire in a wide arc over this side of the dome. The weapon currently in place is a heavy gas gun (as normal + 1, 4d+1 damage).

10. Observation Area: This clear glass observation deck allows vision in a 360%area. The glass is one-way glass, which does not let light out from the inside, but allows light on the outside to penetrate. A bracket on the ladder shaft holds three pairs of light intensification goggles, and a pair of binoculars.

11. Subtrawler Control Deck: This control deck contains the highly complex equipment necessary for the running of a subtrawler. At the front are the submarine controls, on the right is the trawl control desk, on the left is the airlock and drive control desk, and the rear of the deck is given over to the crew's beds. The rear wall is a panel covering the essential controls for the submarine. An explosive here will render the subtrawler totally useless; the high-tech innards cannot be repaired on this world.

LINDAR CHEMITECHNICS LTD

LINDARPORT, VINORIAN, RHYLANOR, 0701

Equipment

Equipment *Pirate No:*	*1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*12*	*13*	*14*	*15*	*16*
Harpoon Gun		(*)					*	*	*	*	*					
Sheath Knife (Dagger)	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Auto Pistol			*				*						*			*
Revolver											*					
Snub Pistol	*							*	*					*	*	
Cutlass										*	*					
Blade				*							*	*				
Foil																*
Swimming Equipment	*	*	(*)	(*)	(*)	(*)	*	*	*	*	*	*	*	*	*	(*)
Oxygen Tanks	(*)	(*)	(*)	(*)	(*)	(*)	*	*	*	*	*	*	(*)	(*)	(*)	(*)
Reflec Armour																*
Cloth Armour							(*)	(*)	(*)	(*)	(*)					
Jack Armour												*				

The asterisks below the pirate's number indicate which particular pieces of equipment he has on him. If the asterisk is in brackets it indicates that the pirate possesses the equipment, but is not wearing it. The guards for instance, have cloth armour in their quarters, but as it is rather uncomfortable, they do not wear it until necessary. The crew of the station all have swimming equipment, but in the relatively safe environment of the Seadome they have abandoned it. The sub pilots and crew wear they swimming gear, hanging such items as flippers by their belts, and racking their oxygen tanks. The guards wear full swimming equipment, and carry their oxygen tanks while on duty. The second minisub pilot possesses a harpoon gun; it is in his sub, parked close to the dome.

Pirates

1) Minisub Pilot: Lieutenant 668463 Age: 30 Terms served: 1 (Sailor)
Submersibles-1, Demolition-1, Gravitics-1, Mechanical-1

2) Minisub Pilot: Sailor 49C483 Age: 22 Terms served: 1 (Sailor)
Submersibles-1, Battle Dress-1

3) Chief Pirate: Manager 885898 Age: 34 Terms served: 4 (Bureaucrat)
Interrogation-1, Carousing-1, J-o-T-1, Leader-2, Auto Pistol-1, Admin-1, Brawling-1

4) Second-in-Command: Lt Cdr 986A74 Age: 30 Terms served: 3 (Navy)
Electronic-1, Blade-1, Navigation-1, Ship's Boat-1, Fwd Obsv-1, Pilot-1, Computer-1

5) Scientist: 865A87 Age: 30 Terms served: 3 (Scientist)
Computer-2, Electronic-2, Medical-1

6) Scientist: 7AAA97 Age: 30 Terms served: 3 (Scientist)
Computer-2, Electronic-1, Medical-2

7) Security Officer: Major 69BAA6 Age: 26 Terms served: 2 (Army)
SMG-1, Rifle-1, Pistol-1, ATV-1, Mechanical-1, Tactics-1, Air/Raft-1, Fwd Obsv-1

8) Guard: Trooper C64965 Age: 22 Terms served: 1 (Army)
Rifle-1, Pistol-1, ATV-1

9) Guard: Trooper 979684 Age: 22 Term served: 1 (Army)
Rifle-1, Tactics-1, Admin-1

10) Guard: Marine 7C7977 Age: 30 Term served: 2 (Marines)
Cutlass-2, Medical-1, ATV-1, Vacc Suit-1

11) Guard: Lieutenant 6855A3 Age: 26 Term served: 2 (Marines)
Cutlass-1, Revolver-1, Tactics-1, Computer-1, ATV-1, Blade-1

12) Trawler Captain: Lieutenant 368879 Age: 38 Term served: 5 (Sailor)
Computer-1, Electronic-1, Commo-1, Gravitics-1, Brawling-1, Fwd Obsv-1, Submersibles-1

13) Trawler Captain: Lieutenant 669643 Age: 26 Terms served: 2 (Sailor)
Grav Vehicle-1, Streetwise-1, Submersibles-1, Pistol-1

14) Technician: A8B665 Age: 22 Terms served: 1 (Scientist)
Computer-1, Electronic-1, Mechanical-1

15) Technician: 4th Officer 475572 Age: 22 Terms served: 1 (Merchant)
Engineering-1, Navigation-1, Electronic-1

16) Sponsor: Knight 8786AB Age: 26 Terms served: 2 (Noble)
Hunting-1, Admin-1, Brawling-1, Leader-1

Pirate Locations

Pirate No	*Duty Station*	*Area: 1*	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*11*	*Outside*	*Minisub*
1	Minisub						6					5	4	1-3
2	Minisub						1					2	3	4-6
3	(6)			1-2			3-4		6		5			
4	(3)			1-4		6	5							
5	(6)				1-2		3-4					6	5	
6	(6)				5-6		1-2					3	4	
7	(10)				1-2					3	5	4	6	
8	(1)				1-2			6			5		3-4	
9	(1)				5-6			4			3		1-2	
10	Outside				1-2			6			5		3-4	
11	Outside				5-6			4			3		1-2	
12	(11)											3-6	1-2	
13	(11)											3-6	1-2	
14	(11)											1-4	5-6	
15	(11)											1-4	5-6	
16	(6)			1-3			4-6							6

The first column shows which area the pirate will be in if the players are spotted first. The next section of the table is the die roll for a pirate to be in a certain area if the players have surprise.

Some Notes on Play (Referee)

The essential part of this scenario is the actual pirate base, and it is important that the players should be able to cripple both submarines. For that reason, the two trawlers are at the base, when it might reasonably be expected that they would be out trawling. Optionally, one might be trawling and the players would have to set a trap. The trawlers are currently full of weed, to an estimated value of around Cr 2,000,000, and if this is not destroyed the players could expect a bonus of 5%. The employers will almost certainly give some bonus to the players, at the referee's option, if the players have thought their problems out well. Examples of good play are caution (but not paranoia), ingenious and plausible solutions to problems, careful planning and so on. The bonuses might be a packet of rare drugs, or some little item to lead them into another adventure, or an introduction to a non-player character who could be useful to them.

Using one's imagination to solve the problems presented is important to the scenario. A micro-torpedo could be used to detonate an approaching torpedo. A work pack could do the work of four men if the submarine became trapped in seaweed (Event 9). If the players come up with any other solutions in this line, the referee should view them favourably. He must of course not suggest them himself, but if the players do think of them, they should be suitably rewarded.

Fighting in the water may pose considerable problems. The nearest equivalent is fighting in zero gravity, and the procedure for zero-gravity combat outlined in *Mercenary* should be used, with the following notes: A CO2 harpoon gun is a low recoil weapon. As water is slightly easier to hold one's position in than vacuum, especially while wearing flippers, the throws to avoid losing control, and to re-orient oneself should be reduced to 8+.

This issue ends Character Conjuring *as a regular feature. It will appear intermittently in the future.*

GREY and SYLVAN ELVES

by Roger E Moore

It is possible for a Dungeon Master, on a limited basis, to allow grey elves (faerie) and sylvan elves as Player Characters in his/her campaign. While the *Monster Manual* states these types of elves are generally very reclusive and avoid contact with any races other than elves, campaign circumstances may dictate otherwise.

Both types possess the same abilities that high elves have as regards plusses with bow and sword, infravision, surprise capability, finding secret or concealed doors, and sleep and charm resistance. However, the characteristics and class progression are different. Variations in physical appearance and lifespan are as described in the *Monster Manual.* Player Characters who are of either sort should avoid disclosing the location of their home lair to any non-elf.

Grey elves speak the same languages as do high elves, and may learn up to four extra languages, for each intelligence point over 15. Magic-users of this race may work up to Wizard (12th level) if they have an intelligence of 19. Fighters must choose either a shortsword or a longsword as one of their weapons, from the start of play. There are no assassin-class grey elves, and thieves are extremely rare.

Sylvan or wood elves speak the common tongue, their alignment tongue, the sylvan dialect of elvish, treant, centaur, satyr, sprite, pixie, dryad, giant lynx, and giant owl. Depending on their intelligence, they may learn one or two extra languages. Because of their lesser intelligence, they may work up to Necromancer (10th level) as magic-users, but their greater strength allows them to reach Superhero (8th level) if their strength is 18 (76) or higher. Thief-class sylvan elves are not too uncommon, but there are extremely few assassins among their ranks, this being seen as a 'pollution' from previous human contacts.

Both types of elves may mix classes as do high elves, when allowed. If high-elven clerics are not allowed as Player Characters in your campaign, then neither should you allow grey or sylvan elven clerics. Half-elves of faerie stock are virtually unknown, and those with a sylvan elf parent are barely more common. Half-elves of either type should be played as half-elves in the *Players Handbook,* with some changes in known languages for the 'half-sylvan' ones at the DM's option.

Sylvan and grey elves will much prefer to go on adventures with parties consisting primarily of other elves. Half-elves, Tallfellow halflings, and gnomes will be well-received, humans and other sorts of hobbits will be seen neutrally, dwarves will be disliked (particularly by grey elves, with some exceptions), and half-orcs don't have much of a chance, if any. Sylvan elves will accept rangers and druids in their company of any race.

Bonuses and Penalties to Characteristics

High Elves	*Grey Elves*	*Sylvan Elves*
+1 to Dexterity	+1 to Dexterity	+1 to Dexterity
-1 to Constitution	-1 to Constitution	-1 to Constitution
	+1 to Intelligence	+1 to Strength
	-1 to Strength	-1 to Intelligence

Characteristics Table (Male/Female)

		High Elves	*Grey Elves*	*Sylvan Elves*
Strength	Min	3/3	3/3	3/3
	Max	18(51)/16	18(01)/15	18(76)/17
Intelligence	Min	8/8	9/9	7/7
	Max	18/18	19/19	17/17
Wisdom	Min	3/3	3/3	3/3
	Max	18/18	18/18	18/18
Constitution	Min	6/6	6/6	6/6
	Max	17/17	17/17	17/17
Dexterity	Min	7/7	7/7	7/7
	Max	19/19	19/19	19/19
Charisma	Min	3/3	3/3	3/3
	Max	18/18	18/18	18/18

THE BROWNIE

by Bob Lock

The *Monster Manual* describes brownies as 'distant relatives of halflings (perhaps half halfling, half pixie)'. Brownies are smaller than halflings being about 1½' tall.

As a Player Character a brownie can be a fighter (maximum 5th level), a magic-user (maximum 13th level) or a thief. A brownie may also opt to progress in two classes simultaneously and may, therefore, be a fighter/magic-user, fighter/thief or magic-user/thief. A brownie choosing the thief as one of his options is limited to the armour and weapons of that class. Earned experience is always equally divided between the two classes even when progress is no longer possible in one of the classes.

Although brownies may theoretically reach 13th level as a magic-user it must be realised that such heights will only be scaled by brownies of 18 intelligence. Brownies of 17 intelligence may reach 12th level. Brownies of lesser intelligence may only attain 11th level.

Brownies are highly resistant to magic. The *Monster Manual* suggests saves be made as a 9th level cleric. I feel it is more appropriate for Player Characters to adopt the system used for dwarves, gnomes and halflings. So, for every 3½ points of constitution, brownies gain +1 on saving throws versus wands, rods, staves and spells. Thus a constitution of 7 (the minimum allowed for a brownie character) gains +2, 11 gains +3, 14 gains +4 and 18 (the maximum) gains +5.

Although brownies do not have infravision their other senses are most acute. This allows them to surprise opponents 50% of the time, whilst they themselves are surprised only 12½% of the time (d8, score 1). All brownies are able to hide in shadows as a first level thief and all hear noise as a first level thief.

Brownie characters may speak elvish, pixie, sprite and halfling, in addition to common, alignment and their own language. Brownies of 16 intelligence may learn one extra language, 17 intelligence two extra languages and 18 intelligence three extra languages, the maximum that a brownie may learn.

Brownies have the ability to repair non-magical items of cloth, wood, rope, leather or metal 60% of the time, provided the correct tools and materials are at hand.

Brownies are able to determine direction 50% of the time.

Due to the brownies small size the following creatures have a penalty of -4 on to hit rolls in melee: bugbears, ettins, giants, gnolls, ogres, ogre magi, titans and trolls.

Brownies take a penalty of -2 on their initial strength score, and they gain bonuses of +1 on dexterity and +1 on constitution. Their lifespan is about 250 years.

Adjustments for Brownie Thieves

Pick pockets	-5%
Open locks	+5%
Find/remove traps	+5%
Move silently	+5%
Hide in shadows	+20%
Hear noise	+10%
Climb walls	-10%
Read language	-5%

Racial Preference

Brownie:	preferred
Dwarf:	neutral
Elf:	tolerance
Gnome:	neutral
Half-Elf:	neutral
Halfling:	goodwill
Half-Orc:	antipathy
Human:	neutral

Brownie Characteristics

		Male	*Female*
Strength	Min	4	4
	Max	16	14
Intelligence	Min	7	7
	Max	18	18
Wisdom	Min	3	3
	Max	18	18
Dexterity	Min	15	15
	Max	19	19
Constitution	Min	7	7
	Max	18	18
Charisma	Min	5	5
	Max	18	18

Dear *WD,*

I could hardly believe my eyes when I saw *Space Travel in AD&D* introduced in one of your recent editions – King Arthur and ye knights of ye rounde merchant space ship, riding valiantly to battle on their trusty anti-gravity steeds, nobly adorned in alchemical backpacks and brandishing rifled weapons is hardly the spirit of *AD&D.*

I don't think I should be accused of playing 'simulationist' *D&D* when I say that this spacefaring system doesn't fit in with the general atmosphere that *AD&D* creates. The challenge of the *AD&D* campaign/adventure is having little knowledge of the terrain and people at the outset and using the opportunities your situation gives you to gain knowledge, power, wealth or achieve a specific objective. Having such a vast view of stars and planets ruins this atmosphere. Easy access to large areas of the world (and universe) is a modern conception, and well captured in the game *Traveller.*

Perhaps if the author feels he needs a change from ordinary *AD&D* – insult though it is to call *AD&D* 'ordinary' – he should play *Traveller* instead.

Yours sincerely,
J P Haseldine, Boston.

Dear *WD,*

I have to agree with Simon Miller's position on the importance of role-playing in any role-playing game (this being presented in a letter published in *WD28*). In any RPG, it is the role-playing that interests gamers, one would hope, rather than the simple desire to hack and slay and acquire imaginary power.

Granted, catharsis is one cause for an interest in gaming, but if this is the sole reason for playing, a simulation or a good game of chess has about the same effect. If one chooses to play a role-playing game, it should be to role-play.

The matter of choosing a game system in which to play is a little more complex than Mr Miller implies, though, and should involve a fair bit of thought and research.

The most important step in this process is the discovery of a playing style. Naturally this is no easy thing, and will involve a great deal of time, but will make subsequent choices easier and more accurate. The player should play in as many game systems as possible, and with as many different referees and players as he can. The more the better. Doing this will provide a good base of experience, from which making a judgement on preferred playing style will be easiest. It is only by gaining a wide knowledge of what is available that a player can know what best suits him.

The player will become aware of his role-playing ability, and the degree to which he wishes to role-play. Knowing this narrows the choice of game systems considerably. A player more interested in hacking and slaying creatures and accumulating gold than in playing a role will naturally want a system that emphasises this (or that can be perverted to emphasise this). Players who thrive on rules and play a highly technical game will enjoy most a game that regulates everything. And players who are interested in role-playing more than anything else will want a system with a minimum of rules and a maximum of freedom to act individually and independently. Skeletal guidelines will be enough.

But of course, by the time a decision has been made on a personal playing style, the player will likely already be clear on what systems interest him the most.

If, as seems to be the case with Mr Miller, a player falls into the last category mentioned above, there is less desire to buy rule supplements and exhaustive game systems, for the simple reason that they (seem to) detract from the playing of the game. But to another player who prefers a technical, highly legislated game (most gamers seem to fall into this category, alas), the more rules there are the better the game becomes. It is for this group (and the completists among us) that the manufacturers produce their glut.

A role-playing enthusiast like Mr Miller need pay no attention.

Sincerely,
Andrew Dewar, Canada.

Dear *WD,*

It always surprises me how steadfastly DMs' stick to using magic items taken directly out of the *Dungeon Masters Guide.* Can any player honestly say that he has not had a good old peer at the magic items lists in the *Guide?* I've found that a good way to fox players is to change the items around slightly. A *Cap of Invisibility,* for instance, instead of a *Ring of Invisibility* (rings are one of the first things players look for on a dead guy, in my experience), or *Socks of Silence,* instead of *Boots of Elvenkind,* are just two examples. After all wizards constructing items wouldn't all think of the same articles upon which to cast their spells, surely.

Yours,
Russ Smith, Cleveland.

Dear *WD,*

Roger Musson's series *The Dungeon Architect* remains excellent, but the last part (*WD27*) contains a pair of minor errors of fact. Firstly, a giant *can* beat a gargoyle – *easily.* I refer you to the *Dungeon Masters Guide,* page 75, on *Creatures Struck Only by Magical Weapons,* which tells us that gargoyles can be hit, not only by other gargoyles, shadows and the like (naturally), but also by anything with 4+1 dice (*not* levels) or better; thus an ogre, or a gorilla, would be quite sufficient. This fact also might be of interest to the DM who wrote about his vampire player.

Roger also notes the power of ochre jellies, if these are immune to physical attacks but not to the fire-bombs wielded by adventurers. True – except that *OJs* aren't immune to straightforward hacking! Look again in the *Monster Manual.* The idea that only heat and cold work on these beasties comes from the days when *Greyhawk* was the latest thing. Of course, DMs are welcome to retain the old version ochre jelly, but it might be fairer of them to warn their players (once). Nonetheless, I found Roger's comments highly acceptable – particularly those on Dungeon ecology. Personally, I find a 'plausible', 'ecologically planned' dungeon far more interesting to play or run, (Albie Fiore's *Lichway* is a personal favourite of mine), in that it gives adventurers an overall objective – to find out what the heck's going on round here.

Anyhow, all the best and keep up the good work.

Yours,
Phil Masters, Herts.

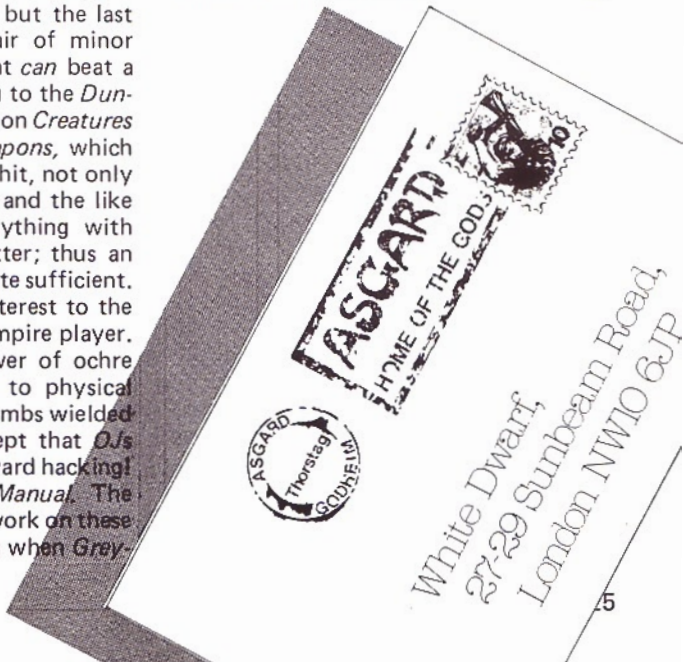
Dear *WD,*

I was very pleased to see the *Gamer* advert on page 7 of issue 28. It is about time that you, as the main British glossy RPG magazine, started to make the British fantasy gamer more aware of home computers. In that vein, perhaps you could do an article on home computers and their applications in Fantasy/Science Fiction wargaming? The *Dragon* has a regular column on this topic (*The Electric Eye* which started nearly two years ago in Jan 1980) and, considering the wide range of applications that home computers can be put to it is about time that *White Dwarf* made some offering on the subject.

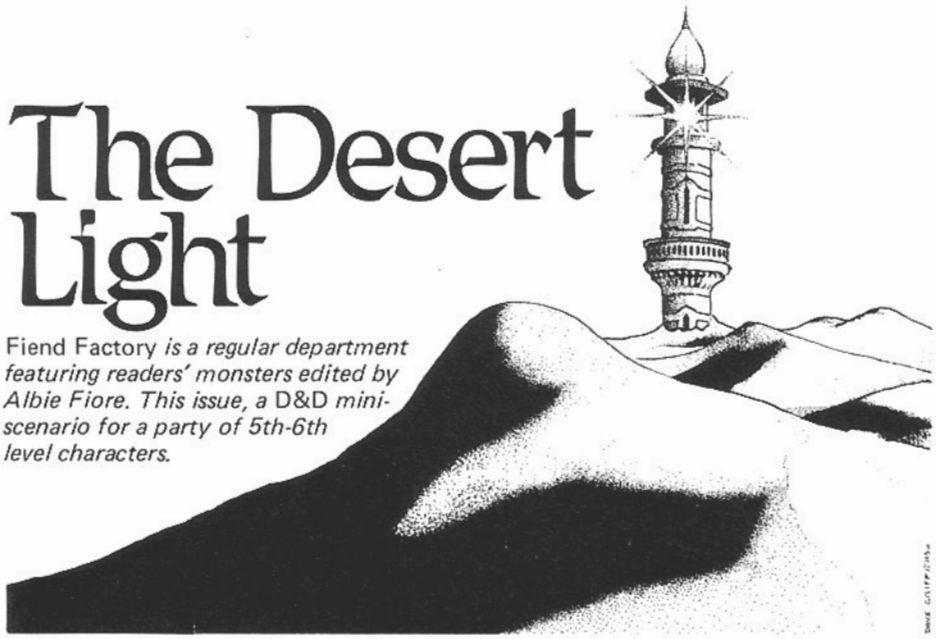
If you do take note of the *Gamer* advert then concentrate on the affordable micro-computers – the *Acorn Atom,* the *Vic 20,* the *TI 99/4* etc but don't ignore the *Sinclair ZX81;* at £69.95 it's the most affordable micro-computer available (it's so good we are selling it to the Japanese, a real turnabout!).

Yours sincerely,
Nick Middleton, Avon.

–You will be glad to hear that we are intending to do more than just print an article on the subject of micro-computers; we're currently working on a department devoted to the subject for mid '82, to be edited by Mike Costello. So if there's anyone out there with F/SF computer related material, please send it in! –Ed



The Desert Light



Fiend Factory *is a regular department featuring readers' monsters edited by Albie Fiore. This issue, a* D&D *mini-scenario for a party of 5th-6th level characters.*

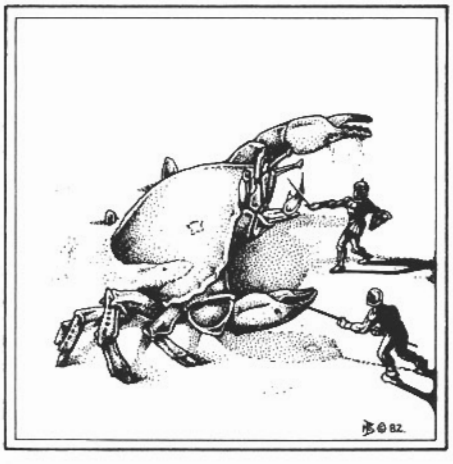
The party, while skirting the edge of a desert area, notice a bright light some distance away in the desert. The light is visible even in daylight. On approaching, it can be seen that the light shines from the top of a tower half buried in the sands. En route to the tower, the party are likely to encounter a. . .

GIANT SANDCRAB
by Roger E Moore

No. Appearing:	**1 – 3**
Armour Class:	**3**
Movement:	**9"**
Hit Dice:	**6d8 + 4**
Treasure:	**E**
Attack:	**2 claws for 3d4 each plus poison**
Alignment:	**Neutral**
Intelligence:	**Animal**
Monstermark:	**516 (level X in 12 levels)**

Giant sandcrabs are well adapted to a desert-dwelling existence devoid of water. They have eight 7' long legs, and the body is a flattened ovoid, about 5' in diameter, covered in thick chitin. The four eyestalks can be extended up to 2' from the body. The two 6' pincer arms terminate with a claw similar to a normal crab's except for a third claw which can inject a weak poison into any victim hit by that pincer. A saving throw vs poison at +2 on the dice must be made or the victim will lose consciousness and die in 2–5 turns unless cured by a spell.

These monsters can bury themselves in sand, usually near caravan routes or cities, so that only their eyestalks project above the sand. This is so effective that a character has only a 5%/level chance of detecting a hidden sandcrab at 90' or less. Magical spells or devices that detect enemies or hidden things will reveal their presence. If any victim comes within 60' or less of a sandcrab, it will rise immediately to its full height (surprising on a 1–4 on a d6) and attack. Giant sandcrabs will be encountered in this fashion 80% of the time; otherwise they will be found scuttling across the sands in search of prey. A sandcrab can only be surprised 5% of the time because of its acute visual senses.



The tower can be entered via a balcony 15' above the ground or through half buried window openings. Stairs lead up, the route down being blocked by sand which has poured in the openings. At the top of the tower is a diffractor above a narrow hole running down through the centre of the tower. The light comes up the hole and shines out via the diffractor. There is also a trapdoor below which is another flight of stairs spiralling down around the light 'chimney' to end at a door some distance below the sand level outside. The stairs and door are obviously still in use. Behind the door are various chambers now inhabited by a family of. . .

ANUBI
by Andy Wouldham

No. Appearing:	**1–4**
Armour Class:	**4**
Movement:	**12"**
Hit Dice:	**6d8 + 3**
Treasure:	**A, E and Z**
Attack:	**2 claws for 1d6 each, and 1 bite for 1d8**
Alignment:	**Lawful good – 50%; chaotic good – 10%; lawful evil – 30%; chaotic evil – 10%**
Intelligence:	**Exceptional – genius**
Monstermark:	**270 (level VIII in 12 levels)**

Anubi, though rare, are most commonly encountered in warm and arid areas. They may be encountered above or below ground as they see equally well in daylight or darkness (60' infravision).

They are an extremely powerful species, with strength ranging from 14 – 18/50. They scorn the use of weapons (preferring their natural weaponry) and armour, though they will wear items that they consider to be of a decorative nature.

They are unaffected by *sleep* or *charm* spells. Fear is such an alien concept to them that they are also unaffected by *fear* based spells. They are 25% resistant to all other types of magic spells.

Some anubi (25%) are capable of magic use and can use 2x1st level, 2x2nd level, and 1x3rd level spells once per day, doing so at the 10th level of mastery. They consider the use of magic in combat against a non-magic using opponent to be cowardly.

Anubi are 9'+ tall, have dog-like heads and large hands with clawed fingers. They are completely covered with a light fur, usually brown though it can be white or silvery blue.

If encountered in their lair, there will normally be 1–4 males, 1–4 females and 1–8 young of varying maturity. As anubi live in pairs with their young, absentees will most likely be out hunting at which they are extremely efficient.

Anubi speak their own tongue – a series of clicks and whistles, – and are usually (80%) capable of speaking common.

There is also a subgroup of the species:

KAIL
by Andy Wouldham

No. Appearing:	**1 – 2**
Armour Class:	**3**
Movement:	**12"**
Hit Dice:	**8d8 + 4**
Treasure:	**A, E and Z**
Attack:	**2 claws for 1d8 each and 1 bite for 2d6**
Alignment:	**Lawful good – 50%; lawful evil – 50%**
Intelligence:	**Exceptional – genius**
Monstermark:	**660 (level x in 12 levels)**

Kail are members of the anubi species born infrequently to normal anubi parentage and are thus very rarely encountered. They are the same as anubi in all respects except: their strength is phenomenal, ranging from 18–18/00, and sometimes higher; their magic resistance is 30%; and they are larger (10'+) and have jet black fur.

Once combat has begun, they neither give nor accept quarter.

The anubi occupy the middle floor of the building. Stairs lead up and down. At the lowest level are many empty chambers, but in the one directly under the tower are. . .

SHIM-SHARI
by Glenn Godard

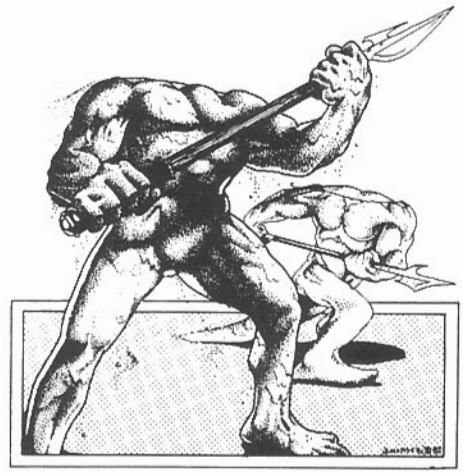
No. Appearing:	**3–24**
Armour Class:	**3**
Movement:	**9"**
Hit Dice:	**4d8 + 1**
Treasure:	**Nil**
Attack:	**By weapon type**
Alignment:	**Lawful neutral**
Intelligence:	**Low**
Monstermark:	**93 (level V in 12 levels)**

These rare creatures appear as large, powerful humanoids without heads or orifices. Their skin is a uniform tan colour with a texture like sandpaper. Their bodies are in fact made of sand, and when broken open, an extensive system of ant-like tunnels running throughout the body is revealed. A shim-shari's sensory perception is via noise vibration through this system. Thus any creature that can move entirely without sound (even heartbeats are detectable) will be invisible to shim-shari, while any form of visual or scent related attack or defence will be useless against them. Thus they are immune to the effects of such spells as *mirror image, invisibility, phantasmal force,* etc and skunk, wither-stench, and *cloud kill* type attacks. *Deafness* will cause them to be 'blinded' (random attacks at -6 to hit) while *blink* and *audible glamer* will confuse them causing an additional -2 to hit.

Due to their elemental origins, earth elemental attacks against them do triple damage. *Move earth, rock to mud,* and *stone shape* can all be used to destroy shim-shari, but *finger of death* is useless as they have no heart. Finally, shim-shari are singularly purposed with no self-preservation instinct; all *charm, suggestion* and *fear* type spells have no effect on them.

When attacking, shim-shari (desert tongue for 'skull-cleaver') use large pole-arms (70% halberd, 30% other). If disarmed, they can use their fists for 1d6 each. Their strength is always 18/01 with the bonuses of +1 to hit and +3 damage. In melee, they line up to face each opponent individually, closing on their opponents' flanks if they do not do the same.

Shim-shari are created by the use of a magical *Tome* similar to the *Tome of Golems.* Such a *Tome* can only be found in treasures or libraries of desert origin or



lore. The minimum cost to create such creatures is 2000 gp each. Costs usually run much higher though. Thus they are usually found under the control of another more powerful creature and are typically used as guards or caravan raiders. They usually use the least violence necessary to achieve their limited instructions (ie they will only attack caravan guards or those opposing them, not innocents). They can also be instructed to subdue and capture.

Desert raiders (*WD 12*) have perfected a method of disguising their movement so that shim-shari cannot detect them.

The shim-shari guard the chamber containing the light source (which is simply an orb with a permanent *light* spell cast on it — it was used as a directional beacon by the brigands who once used the building but were driven out by the anubi) and the treasure chamber which leads from it. The treasure comprises booty plundered from caravans, a *Tome* for creating shim-shari and a chest containing gold, gems, and. . .

ARGORIAN WORMKIN
by Barney Sloane

No. Appearing:	**2–8**
Armour Class:	**5**
Movement:	**12"**
Hit Dice:	**1d8 + 1**
Treasure:	**Special**
Attack:	**Bite for 1d4 plus nausea**
Alignment:	**Neutral (evil)**
Intelligence:	**Non-**
Monstermark:	**Suggest level IV in 12 levels**

These 1' long creatures were the production of a cunning cleric/assassin from Argor to protect his caches. These noxious worm-like creatures are reddish pink and sport a sucker-like rasping mouth, with which they rasp flesh and armour. They also inject, on a successful hit, a nauseating fluid which, unless a save vs poison is made, causes the victim to retch violently and be unable to do anything for 1–8 rounds.

Their peculiarity is that they cannot be killed unless the damage done, including magical, can remove all the creature's original hit points in one go. Otherwise the creature splits into two halves, each with the hits and 'split' ability of the original.

Its 'treasure' is whatever it is guarding.

Notes to the Referee: The building has 3 floors, all below sand level. The top floor had openings through which sand has blown to fill it. Any attempt to go up from the middle floor (anubi lair) will find a barred door which, if opened, will allow sand to pour through and begin filling the middle floor. The middle floor has no openings in the external wall. The lowest floor (where the shim-shari are) is the old ground floor and has large barred portals in the external walls. All are under pressure from outside. If unbarred, the doors will burst open and sand will pour in, beginning to fill the building as though it were a flood of water. Treat accordingly if characters are engulfed in the sand, but no swimming!

FIEND FACTORY POLL RESULTS

TOP TEN

1: Shadow Goblins (*WD26*) by Barney Sloane
2: Dream Demon (*WD25*) by Phil Masters
3: Mandrake People (*WD18*) by Glenn Godard
4: Cyclops (*WD21*) by Albie Fiore
5: Incubus (*WD25*) by Roger E Moore
6: Russian Doll Monster (*WD15*) by Mike Ferguson
7: Forest Giant (*WD26*) by M Newton and D Healey
8: Svart (*WD9*) by Cricky Hitchcock
9: Phung (*WD18*) by Simon Tilbrook
10: Winter Kobold (*WD26*) by Jonathan Hardwick

WORST FIVE

1: Ungoliant (*WD22*) by Peter Cockburn
2: Dungeon Master (*WD24*) by Malory Nye
3: Crystal Golem (*WD22*) by Robert Outram
4: Bonacon (*WD24*) by David Taylor
5: Wrecker (*WD16*) by Andrew Hicks

Congratulations to all those whose monsters were voted into the top ten, and commiserations to those who invented the worst five, with the consoling thought that each of the worst five also received a vote in the poll for the best monsters. ■

Treasure Chest *is a regular department devoted to readers' ideas for* D&D. *This issue . . .*

Amulets & Talismans

by Lewis Pulsipher

Talismans and amulets, derived respectively from Arabic and Roman traditions, often play a part in medieval fantasy but are rarely seen in *D&D*. Technically, an amulet is a passive defensive device while a talisman confers some power or ability. In either case only the wearer benefits from the magic. Anyone may wear an amulet or use a talisman provided he knows the magic command word.

In *D&D* an amulet provides protection against a particular spell, while a talisman enables the wearer to use a particular spell even if he is not a spell-caster. A given amulet or talisman may be 'tuned' to only one spell, but an individual may wear any number of such charms at one time. Sometimes the amulet or talisman will fail to operate, and each time it is used there is a chance that it will disintegrate after use. A method is provided below to enable spell-casters to construct these charms, but their primary function should be as minor magic treasure items where a more powerful item is not justified.

The determining factor in creation, operation, and disintegration of charms is the level of mastery of the creator, that is, the number of experience levels he has advanced counting from the level before he became eligible to construct charms of the order in question. Only a character class which can cast the spell can create the amulet or talisman – for example, a cleric cannot make a *fireball* amulet. The caster must be of sufficient level to create the object, as shown:

Charm Order	Class: MU/Illusionist Level	Class: Cleric/Druid Level
I	7	7
II	9	8
III	11	9
IV	13	11

For example, a magic-user must be at least ninth level to make a second order amulet or talisman. The sorcerer would be at third level of mastery for first order charms, first level of mastery for second order.

Amulets

Each amulet takes two weeks per order number to make, and costs the order number squared, times 100 gp. Time and cost are assessed even if the amulet is a failure.

The chance of successfully creating an amulet is 10 times the level of mastery of the creator, plus 20%. The chance of successful operation of the amulet when the specified spell is cast at the wearer is 10% times the level of mastery of the creator, plus 10%. If failure results, the amulet has no effect. If it operates, it gives an additional saving throw versus the spell, or a save against a spell that normally allows no save. (If two saves are successful against spells which may do half damage, such as *fireball*, they do quarter damage.)

When an amulet operates, there is a chance that it will disintegrate after operation. This is 100% divided by one plus the creator's level of mastery.

For example, a wizard (eleventh level) makes a second order amulet. Cost is 400 gp and four week's work. Chance of success is 10 x 3 + 20 = 50%. If the wizard succeeds, the amulet will work 10 x 3 + 10 = 40% of the time. When it works it will disintegrate on a roll of 1-25 (100 divided by [1+3] = 25%).

Talismans

A talisman takes two times the *spell* level of weeks to make, and costs 1,000 gp times *order* level. Costs apply even if the creation fails.

Chance of successful creation: 5% times creator's level of mastery, +20%. Chance of operation: 5% times creator's level of mastery, +10%. Chance of disintegration is 10% times spell level, rolling after the wearer attempts to operate the talisman even if he is unsuccessful.

When the talisman operates treat it as though the wearer has cast a spell of the specified type.

The following tables list all spells for which amulets or talismans can be created. The number and letter following the spell name indicate spell level and class (C = cleric, D = druid, I = Illusionist, M = magic-user).

Amulets

Order	
I	
Burning hands	1M
Cause fear	1C
Cause light wounds	1C
Charm person	1M
Charm person/mammal	2D
Chill metal	2D
Colour spray	1I
Command	1C
Curse (reverse of bless)	1C
Heat metal	2D
Hold animals	3D
Hypnotism	1I
Shocking grasp	1M
Sleep	1M
Magic missile	1M
II	
Blindness	2I
Deafness	2I
Detect lie	4C
Enfeeblement	2M
Hold person	2C, 3M
Hypnotic pattern	2I
Scare	2M
Silence	2C
Stinking cloud	2M
Web	2M
III	
Bestow curse	3C
Blindness	3C
Cause disease	3C, 3D
Cause serious wounds	4C, 4D
Clairvoyance	3M
Clairaudience	3M
Explosive runes	3M
Insect plague	5C, 5D
Phantasmal force	1I, 3M
Slow	3M
Suggestion	3M
IV	
Aerial servant	6C
Confusion	4M
Fear	4M
Fireball	3M
Fire charm	4M
Hallucinatory terrain and *massmorph*	4M
Ice storm	4M
Improved phantasmal force	2I
Phantasmal killer	4I
Polymorph	4M
Slay living	5C

Note – yes, amulets can be worn by animals, thus the *hold animals* amulet.

Talismans

Order	
I	
Light	1C, 1M
II	
Bless	1C
Change self	1I
Comprehend languages	1M
Continual light	2M, 3C
Curse	1C
Detect charm	2C
Enlarge (self only)	1M
Feather fall	1M
Hold portal	1M
Resist cold	1C
Sanctuary	1C
Shield	1M
Spider climb	1M
III	
Detect lie	4C
Find traps	2C
Infravision	3M
Know alignment	2C
Mirror image	2M, 2I
Misdirection	3I
Protection/evil	1M, 1C
Protection/good	1M, 1C
Slow poison	2C
Speak with animals	2C, 1D
IV	
Continual darkness	3C
Cure blindness	3C
Cure disease	3C, 3D
Detect invisible	3M
Invisibility	2M
Neutralize poison	3D, 4C
Non-detection	3I
Protection/fire	3D
Protection/lightning	3D
Protection/normal missiles	3M
Speak with plants	4D
Tongues	3M, 4C
True sight	5C, 5I

Next issue we will publish readers' ideas for amulets and talismans. Please send your submissions to arrive before March 1st, 1982. ■

NEWS OF THE WORLDS

MIDGARD'S BIGGEST SELLING PAPER 10sp

PATTON'S DREAM COMES ALIVE

Patton's dream, and every wargamer's fantasy, has been realised in *Mayfair Games'* new minigame *Red Star Falling* in which the Allied armies are joined by the remnants of the Wehrmacht to challenge the Red Army and its allies across central Europe in the spring of 1945.

Other new minigame releases from *Mayfair* are: *Wake Island* which recreates the Japanese invasion of Wake Island; *Sheridan's Ride* based on the Battle of Cedar Creek, 1864 and *Morgan's Rifles* which is based on the Revolutionary War's Battle of the Cowpens.

SINISTER SECRET REVEALED

The *Sinister Secret of Saltmarsh* has been revealed! This new *AD&D Module, U1* is the first of a series of three designed and developed in the UK for beginning adventures with the *AD&D* rules. Other new modules now available from *TSR* are: *B3, Palace of the Silver Princess*, a beginner's *D&D* adventure and *X2, Castle Amber*, a low-level *Expert D&D* adventure.

30,000 gp

SPOT THE FLOOR~TRAP COMPETITION!

EYES DOWN TO WIN ON PAGE 94

MUGGERS CAUGHT IN THE ACT!

Our on the spot photographer, Liz Lindars, was on hand to snap an attempted mugging in downtown Midgard. The photo clearly shows three new releases from *Asgard's 15mm Fantasy Adventurers* range, left to right, *MDA31: Cleric; MDA38: Thief* and *MDA34: Druid* being confronted by two hooligans. Thanks to our exclusive photographs, the authorities have been able to identify the two muggers. They are both from *Asgard's 15mm Fantasy Monsters* range and are *MFM20: Giant Orc in Plate with Sword* (right) and *MFM11: Salamander* both of whom were allegedly in town for the ogreball match.

Student disappearance inspires book

'In the spring of 1980, a bright, gifted student at Grant University in Pequod, Pennsylvania, mysteriously disappeared. When the police were finally called in, it was revealed that the student was one of a group at Grant who were involved in a fantasy role-playing game called Mazes & Monsters. . .'

The above is from the sleeve notes of a new novel, Mazes & Monsters by Rona Jaffe. It appears to be based on the incident in the States that gave rise to the boom in *Dungeons & Dragons*. It implies that people playing Mazes & Monsters 'stepped into the darkest part of the mind to find forbidden places and sinister truths'. And parents 'so wrapped up in their own problems that they failed to understand what was happening to their children until it was too late'.

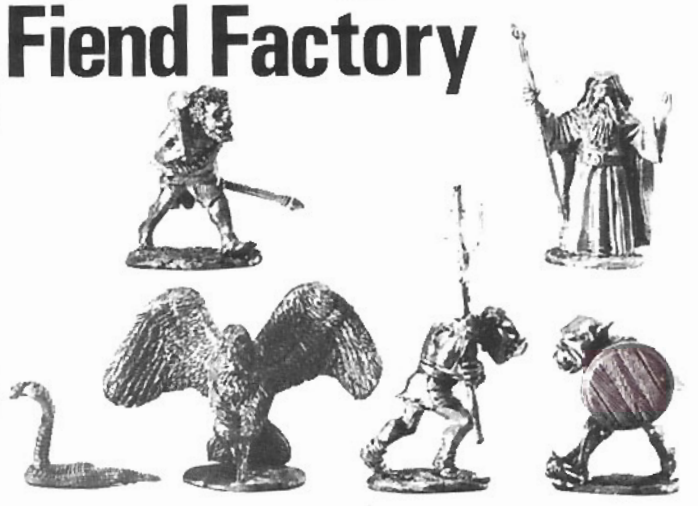
Looks like there will have to be a government health warning on all role-playing games in future!

March for cuts in RuneQuest price

March marks the release date for the UK publication of *RuneQuest* by *Games Workshop* under licence from *Chaosium*. The new UK price will knock £7 off the current one.

Games Workshop have also released a new 'general' game, *Towerblox*, in which players build a tower with wooden blocks which must then be removed, one by one, and added to the top until the tower tumbles. Shades of Ronan Point!

Redundancies in Fiend Factory



Several monsters were made redundant from *Citadel's Fiend Factory* range due to copyright reasons following their inclusion in the *Fiend Folio*. A *Citadel* spokesman stated that this would not lead to a reduction in the range as replacements had already been taken on and were now available. These include, top row from left to right, *FF46: Caveman with stone axe and spear; FF9: White Wizard* and, bottom row left to right, *FF57: Giant Snakes* and *FF10: Eagle*.

Citadel also stated that they have recognised the Orcs' claim for a place in the award winning *Fantasy Tribes* range. The Orc's spokesperson, *FTO1: Orc advancing with mace and shield* shown to the right of his comrade *FTO5: Orc advancing with halberd*, said 'It's about time our claims were recognised. What with these trolls, gnolls and skeletons already in the range, people seem to forget it was us orcs who invented hobbit-bashing'.

WOULD YOU LIKE A DRAGON IN YOUR LIVING ROOM?

An exciting new development in *Dungeons & Dragons* is just around the corner following an agreement between *TSR* and British Telecom whereby the game will soon be available on Prestel. This unique development will allow players to play solo and introduce newcomers to the game. The Prestel pages will display the monsters and chambers encountered while the player uses his own rulebooks to adjudicate combat and the outcome of spells.

This new concept, a worldwide first, makes the game potentially available in everyone's home.

Thieves play the game

Burglars raided the Games Shop in Colchester but ignored the expensive gifts and electronic equipment. Instead they took all the *Dungeons & Dragons, Traveller,* and *Runequest* material that they could lay their hands on.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf, *27/29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

Information Wanted
Ian Livingstone, editor of *White Dwarf*, has been commissioned to write a book on the hobby of role-playing games. All games and figures manufacturers, magazines, 'zines, shops, event organisers and clubs that the relevant people concerned feel should be included in the book should send details, information and samples where relevant to Ian Livingstone, Games Workshop Ltd, 27-29 Sunbeam Road, London NW10 to arrive no later than 15th March 1982.

TSR Hobbies (UK) Ltd
Sole British Distributors of the DUNGEONS & DRAGONS® game require an

EDITOR

to establish and organise production of their new magazine. For further details and application form write to:
(Mrs) Danielle Kaye,
Personnel Department,
TSR Hobbies (UK) Ltd.
The Mill,
Rathmore Road,
Cambridge CB1 4AD.
Telephone 0223 212517.

For Sale
AD&D: DMG — £7.00, *PHB* — £6.00, *MM* — £6.00, *TSR's Boothill* — £6.00 as new. David Lloyd, Sandy's Home, Benllech, Anglesey, Gwynedd.

Wanted
Artist(s) to assist in the illustration of a story about Logmy, a world of swords and sorcery with more than a few elements of *D&D* and other FRPs in it. The finished work will appear in a new fanzine but in a few years — who knows? Please send sample to P J Riggs, 129 Queens Rd, Portsmouth, Hants.

PB Returns
Out now, is *DragonLords 9*, of which it's been said: 'It's not worth it'. . .'Just one long mickey-take'. . .'I'll sue'. . .'Who is PB?' . . . Not much to go on, is it? Find out for yourself, by sending 60p to Marc Gascoigne, 23 Upper Dane Road, Margate, Kent.

Dragonmeet '82
Games Workshop require Dungeon Masters, referees and helpers for *AD&D, RuneQuest* and *Traveller* to devise and run competition scenarios at *Dragonmeet '82*. Also wanted, DMs and referees to run non-competion scenarios. Expenses paid. Those interested please write to: 'Dragonmeet DMs', Games Workshop, 27-29 Sunbeam Road, London NW10 6JP.

Shop Staff Urgently Required
Managers, Assistant Managers and Sales Assistants are required for new games shops opening shortly in major UK cities and towns. Retail experience, knowledge of general and hobby games, and an aptitude for hard work are required, for which the right candidates will receive an excellent salary, staff benefits and a chance to work for a fast-expanding company. Applications should be sent to The Retail Manager, Games Workshop Ltd, 27-29 Sunbeam Road, London NW10.

SEWARS AD&D Fanzine
Issues 5 & 6 Subscriptions £3.00 (4 issues) 80p one, inc p&p. Payable to C Baylis, 12 The Fryth, Basildon, Essex.

For Sale
2nd hand *D&D*, figures, dice, play aids, magazines and *TSR* material. Send SAE for list to 1, Avalon Rd, Bourne End, Bucks.

CLUBS

IPSWICH
Ipswich West Games Club
Games: *AD&D, Traveller* etc.
Time: Every Wednesday 7.30-9.00pm.
Place: Uncertain.
Comments: A small community group. Ages 13-18. Regular newsletters.
Contact: Trevor Lillistone, 59 Park View Rd. Tel: 41203.

NEWCASTLE
Newcastle University Wargames and FRP Society
Games: *AD&D, Traveller, Space Opera* and wargames.
Contact: Chris Hallwood, 96 Eastbourne Ave, Gateshead, Tyne and Wear, NE8 4NH.

CHICHESTER
Chichester Ringwraiths
Games: *AD&D, Traveller, RuneQuest.*
Contact: Paul Barnetson, 22 Ferndale Rd, Chichester, W Sussex PO19 4QJ. Tel: 0243 527898.

GLAMORGAN
Krjalki Games Club
Games: *RuneQuest, D&D, Traveller* and others.
Time: Wednesday evenings.
Place: Glamorgan Darts Club, Pentre, Rhondda.
Contact: Mark Couch, 97 Penrhys Rd, Ystrad, Rhondda, Mid Glam CF41 7SH. Tel: 0443 438756 & ask for Kevin.

DORCHESTER
Dorchester RPG Group
Games: *AD&D, Traveller,* some boardgaming.
Time: Every Wednesday, 7-11pm.
Place: 81 Bridport Rd, Dorchester, Dorset. Tel: 66092.
Comments: More RPG & Wargamers needed.
Contact: Phone or turn up.

SOUTH LONDON
Wizards and Warriors
Games: *D&D, Traveller,* table tops, boardgames.
Time: Every Sunday 12.30-5.30pm
Place: St Johns Institute, 64 Larcom St, Walworth, London SE17.
Comments: All welcome, any age or sex.
Contact: Chris Felton, 49 Forsyth House, Tachbrook St, London SW1. Tel: 828 5397.

TONBRIDGE
The Dark Tower Society
Games: *D&D, Traveller* and more.
Place: Moved to Skinners School 6th form room.
Time: Saturday 2.00-6.00pm.
Contact: Colin, Tonbridge 20645.

TORBAY
The Club with No Name
Games: *AD&D, RuneQuest, Traveller,* some boardgames.
Time: 10.30am to 5.00pm, Saturdays during term.
Place: Curledge Street School Hall, Comments:
Comments: Attendance fee 30p (+ Sardine Tax).
Contact: Guy Sawtell, Torquay 37624 or Nelson Cunnington, Brixham 2464.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D Eastleigh
New players and DM needed. Also played, *Spacequest, Laserburn, T&T, Gamma World;* will try other games if you DM. Age 15+. Contact: Mike Davey, 13 Malcolm Rd, Chandlers Ford, Eastleigh, Hants.

Wanted — Minifigs
Valley of the Four Winds and *Middle Earth* figures. Good prices paid. Also wanted, — *Traveller Journals* nos 1-4. Contact Simon Sterry, 2 Rosehill Rd, Crewe, Cheshire or phone 0270 69989, after 7pm.

New AD&D player — Iceland
Does anybody play or is interested in playing *AD&D* in Reykjavik? If so, contact Dave Wheeler, Bakkagerdi7, Reykjavik. Tel: 31693. Also wanted *WD* nos 13 & 14.

Players Needed
A new club starting in Central London. We need more wargamers and role-players. Anyone interested — contact Peter Knight, Tel: 01-582 0874.

AD&D Northern Ireland
Torquemada society seeks players in South Down, South Armagh area. Also Belfast area. Paladin types frowned upon. Contact: J Kelly, 32 Elmwood Park, Newry, Co Down BT34 1LB or phone Newry 2799 and ask for John.

FRP Salop
Any players in Telford? Emigrants from Wessex seek new roles. Please contact via A P Freeman c/o 25 Manor Rd, Dorchester, Dorset DT1 2A4.

AD&D Players Wanted in Croydon Area
Other RPGs too. Please apply in writing to Fred the Petrified (Gorgon Slayer), 300 Whitehorse Lane, London SE25 6UF.

AD&D Helston
Dungeon Master aged 15 would like to form club in Helston area. Has all 5 *AD&D* books. Has experience in *Traveller*. Would appreciate chance to play *C&S/RuneQuest*. Contact: L Barton, Parc Wollas, La Flouder Lane, Mullion, Helston, Cornwall.

Star Trek Fans
Starfleet is an international, non-profit organisation for anyone interested in *Star Trek*. For a lot more information write to: M R Pemberton, 8 Hookfield, Harlow, Essex, CM18 6QC, enclosing a SAE. There is no age limit so write today.

D&D Hull
Two *AD&D* players, aged 14 and 16, seek players in or near Hull. Please contact J Jones, 5/7 Lowgate, Sutton-on-Hull, N Humberside HU7 4U5. Phone Hull 702544. Other role-players and wargamers also.

Reveille '82 — March 20th, 1982 — Bristol
The Lincombe Barn Wargame Society will present *Reveille '82* — at the Exchange Hall, Corn Street, Bristol on Saturday March 20th 1982 from 10.30am. Traders, clubs and societies will attend. Further details, including accommodation lists, road map etc, available from Nick Parker, 15 Westward Road, Uplands, Bristol.

Hello!
Well spoken 15 year old DM would like to meet attractive female adventuress of similar age and inclination with *AD&D* experience. Write soon to William, 13 Crondace Rd, London SW6.

SE England Wargames Convention
The above National Convention is being held at Heathfield comprehensive school on March 6th. Come along and participate in new games. Role-playing and wargaming covered. Any clubs or traders wishing to attend — phone Heathfield 3152.

MIGS III, Sunday, May 30th
1982, The Military Interests and Games Society cordially invites you to a *free* day of wargaming events. To be held at the Kitchener-Waterloo Regional Police Association Recreation Centre, Kitchener, Ontario, Canada. Hall opens at 10am and closes at 10pm. For information please contact: Les Scanlon, President MIGS, 473 Upper Wentworth Street, Hamilton, Ontario, Canada, L9A 4T6.

Wanted
Traveller: NPCs, weapons, vehicles, monsters, rule variants, traps etc. Have you any ideas on the above? Then send two and receive three back. David Lloyd, Sandy's Holme, Benllech, Anglesey, Gwynedd, LL7 48PX.

Invitation to America
American FRPer extends an invitation to an Englisher FRPer who would like to visit the USA through an informal trans-Atlantic FRP exchange program. Please write: Duane Costa, 25 Clyde St, West Warwick, Rhode Island, USA 02893.

BLACK DONALDS

GAME SHOP

3 WAVERLY PLACE
ABERDEEN

Aberdeen 23740

THE MOST COMPREHENSIVE STOCK OF WARGAMES FIGURES AND BOARD GAMES IN N.E. SCOTLAND

OXFORD NOW HAS A GAMES SHOP. WE ARE NEW AND STILL GROWING BUT CONFIDENTLY CLAIM TO HAVE THE LARGEST SELECTION OF GAMES THIS SIDE OF SOMEWHERE-OR-OTHER.

the **Gameskeeper**

105 COWLEY ROAD OXFORD

TEL: (0865) 721348

chronicle

Miniatures

(All 25mm scale)

NEW FANTASY! (Write or phone for prices not announced here)

CM18 FIRE GIANT
CM19 GIANT TROLL
CM20 TWO WARDOGS
CF31 BARD — **25p**
CT12 SLAVER — **25p**

CT13 EVIL WIZARD — **25p**
CB6 MERCHANT & BODYGUARD—**50p**
CB7 THE ALCHEMIST — **25p**
CB8 THE ALCHEMIST'S LAB THE ASSISTANT, TWO WORKBENCHES & SUNDRY ITEMS

ADVENTURERS (25p)

CF.1	Cleric with mace	
CF.2	Druid with spear & shield	
CF.3	Wizard	
CF.4	Illusionist with wand	
CF.5	Fighter with sword & shield	
CF.6	Dwarf Fighter with chain mail & hammer	
CF.7	Left Handed Fighter	
CF.8	Ranger with sword, shield & bow	
CF.10	Thief back stabbing	
CF.11	Dwarf thief sneaking	
CF.12	Assassin	
CF.13	Assassin with dagger & garotte behind back	
CF.14	Henchman/Hireling carrying pack, lantern, etc., etc., etc.	
CF.16	Samurai Adventurer	
CF.17	Ninja	
CF.18	Monk	
CF.19	Half Orc	
CF.20	Paladin	
CF.21	Female Thief	
CF.22	Female Wizard	
CF.23	Martial Artist	
CF.24	Fighter with two-handed sword	
CF.25	Berserker with axe	
CF.26	Gnome Fighter/Illusionist	20p
CF.27	Halfling Adventurer	20p
CF.28	Barbarian	25p
CF.29	Female Barbarian	25p
CF.30	Female Ranger	25p

ODDS & BODS

CB.1	Table with two benches	35p
CB.2	Treasure Chest	25p
CB.3	Statue	25p
CB.4	Beggar	25p
CB.5	Sarcophagus	35p

CREATURES & MONSTERS

CM.15	Gargoyle	40p
CM.16	Wererat (Manrat form)	25p
CM.17	Flash Golem	35p

ANTI-TYPES

CT.1	Hag (Black & Midnight)	25p
CT.2	The Grim Reaper	28p
CT.3	Ruffian with dagger	25p
CT.4	Ruffian with sword	25p
CT.5	Brigand with sword & shield	25p
CT.6	Insane Illusionist	25p
CT.7	Evil Drarf Fighter	25p
CT.8	Dark Elf Fighter/Thief	25p
CT.9	Evil Human Fighter	28p
CT.10	Evil Cleric	25p
CT.11	Armoured Evil Fighter	25p

A SPECIAL OFFER: BUGBEAR SETS — £2.75; ALL VARIANTS (10 FIGS) HOBOGOBLIN SETS — £1.75, ALL VARIANTS (8 FIGS) *Send 20p stamps for full lists of Fantasy & Napoleonics*

Please add 10% p&p
Minimum 25p — Orders over £10.00 post free — BFPO UK Postage
Overseas please add 33%
Airmail please add 50%
TRADE ENQUIRIES WELCOME

ORDERS TO: Chronicle Miniatures, Unit 22, Blaenau Gwent Workshops, Pond Road, Brynmawr, Gwent.
Tel: 0495 312851/0495 308748

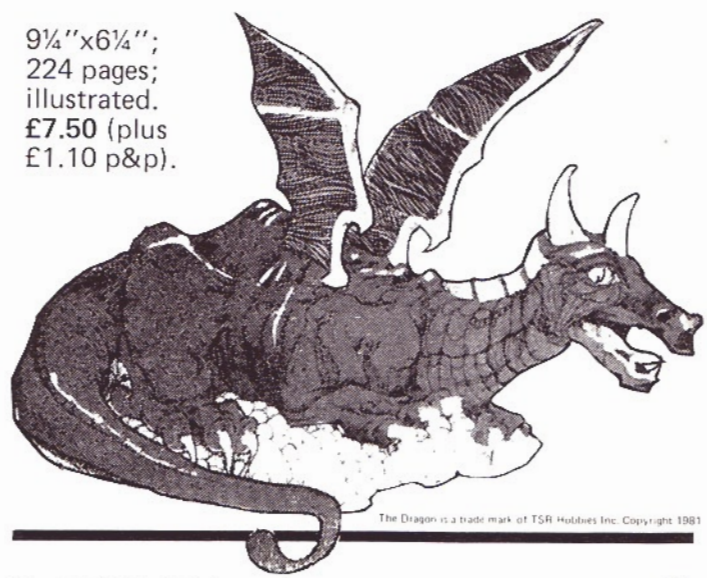
New book~out now

Fantasy Role Playing Games

from **Arms and Armour Press**, 2-6 Hampstead High St., London NW3 1QQ.

For immediate delivery use our 24 hour answering service, (01-794 3277), quoting your Access/Barclaycard no.

9¼"x6¼"; 224 pages; illustrated. **£7.50** (plus £1.10 p&p).



The Dragon is a trade mark of TSR Hobbies Inc. Copyright 1981

COMING SOON
FROM

SCALE DESIGNS

"Descent Into The Crater"

by
GUY DUKE

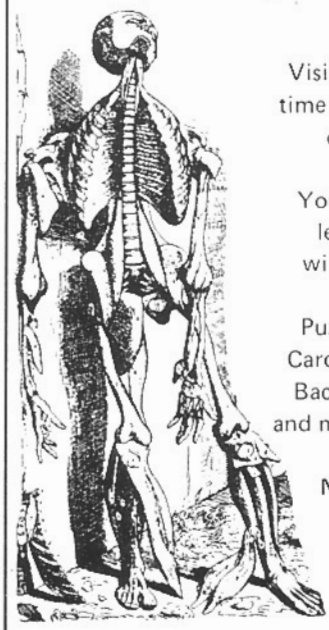
The Official Tournament Module *Gamesday 1981

ALSO AVAILABLE

SD01; 'The Standing Stones' module
PA01; Hex Sheets, singly or in packs of 9

* Gamesday IS AN ANNUAL EVENT SPONSORED BY GAMES WORKSHOP

Tired waiting for your games to arrive ?



Visit our shops in the north and take time to browse at your leisure around our huge range of Fantasy, Sci-Fi and Wargames.
You will find all the new titles from leading publishers in stock and we willingly offer advice and help you find the game to interest you.
Puzzles, Tarot Cards, Reproduction Cards, Jigsaws, Electronic Chess and Backgammon, Mah Jong, Go, Books and magazines and much much more.

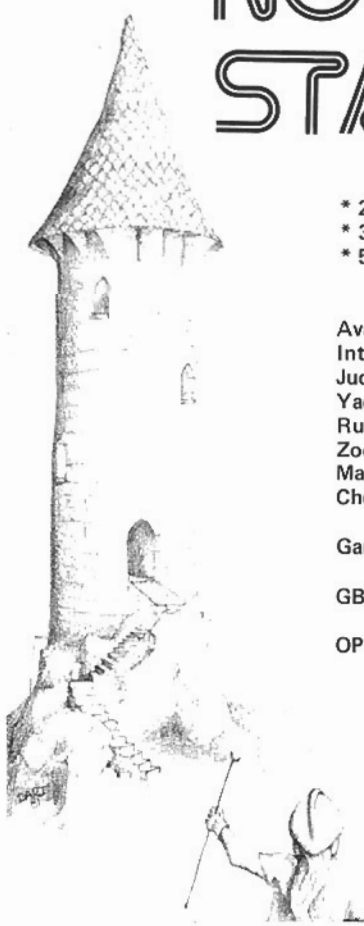
NEWCASTLE SHOP NOW OPEN

GAMES GALLERY	ADULT GAMES SHOPS
13 Forrest Road, Edinburgh	031-226 3354
536 Great Western Road, Glasgow	041-334 2111
103 Grey St, Newcastle-Upon-Tyne	0632-612999

OPEN MONDAY TO SATURDAY 9.30 TO 5.30

NOT JUST STAMPS

Tel: High Wycombe (0494) 41717



* 2 MINUTES WALK FROM HIGH WYCOMBE RAILWAY STATION
* 3 MINUTES WALK FROM CAR PARK
* 5 MINUTES DRIVE FROM EXIT 4 ON THE M40

Avalon Hill	Ral Partha	Metagaming
International Team	Citadel	Games Workshop
Judges Guild	S.P.I.	Traveller
Yaquinto	GDW	Humbrol
Runequest	TSR	Brushes
Zocchi	WRG	Flying Buffalo

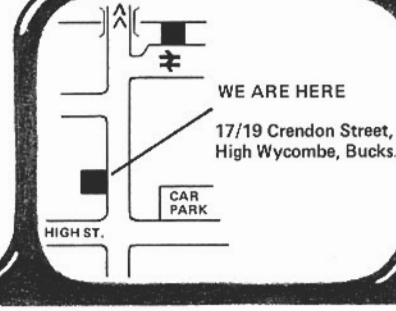
Magazines and Accessories
Chess, Backgammon, Mah Jong, Puzzles, Playing and Tarot Cards

Games-playing staff to help you

GB and Commonwealth stamps and *all* accessories

OPEN 9.30-5.30 CLOSED WEDNESDAY

Access BARCLAYCARD GAMING CLUB DISCOUNTS



RETAIL & MAIL ORDER

games & models

RIEDER DESIGN

D&D, AD&D, Runequest, Tunnels & Trolls, Chivalry & Sorcery, Fantasy Trip, Traveller, Space Opera etc.

VISIT, WRITE or TELEPHONE for all your GAMES & RULES by Avalon Hill, TSR, SPI, Yaquinto, GDW, OSG, Judges Guild, FGU Flying Buffalo, Chaosium, WRG, Metagaming, WWW, Philmar, Games Workshop, Newbury, Skytrex, Tabletop, Eon, D6, Cry Havoc, Task Force, Sim Can, Hartland Trefoil, Nova, Steve Jackson, CWW, Games Science, Ral Partha, Studio Anne Carlton, Parker, Waddingtons, Railway Rivals, plus many others.

FIGURES & MODELS BY: Citadel, Ral Partha, Chronicle, Grenadier, Valiant (Ships & Spacecraft), QT Models, Phoenix Models, Barton Miniatures & others.
ACCESSORIES: Plaka Paints, Handover brushes dice, magazines & fanzines, books (uniforms, gaming, modelling, battles, history, armour etc.)
WIDE RANGE OF: Chess sets, boards & accessories, jigsaws, Mah Jong, Backgammon, Dominoes, Pub Games, Go, Tarot Cards, family games, puzzles, computer games etc.
NEW SPECIAL: mounted & framed OLD CIGARETTE CARD SETS.

PLAKA PAINTS
The figure painter's dream. Strong, vivid colours, in an easy and cheap to use paste form. Fast drying, permanent, waterproof watercolours.
1¾ oz JARS – STANDARD COLOURS 66p EACH
Black · white · lemon · yellow · orange · vermilion · carmine · deep madder · red violet · blue violet · blue deep · blue · blue pale · turquoise blue · blue green · green deep · green · green middle · yellow green · yellow ochre · yellow brown · red brown · brown · flesh
1¾oz JARS – FLOURESCENT COLOURS
white · blue · yellow green · yellow · orange · light red · blue red
1¾oz JARS METALLIC COLOURS 96p EACH
Rich gold · pale gold · Britannia silver
Also gloss varnish 63p and priming medium 94p
SABLE BRUSHES
Pure Kilonsky sable long hair artist brushes, hand-made in London by A.S. Handover Ltd. The brushes professionals use. 00 · 95p; 0 · £1.10; 1 · £1.21; 2 · £1.33; 3 · £1.85

PRICES: IF THE ABOVE COMPANIES PRODUCE IT – WE STOCK IT. FIND THE LOWEST PRICE IN ANY AD IN THIS MAGAZINE, AND WE WILL MATCH IT.

MAIL ORDER: Please add 50p to all orders under £10. Over £10 free. Catalogue & details with SAE or order. Gift tokens available.

DISCOUNTS

ALL CUSTOMERS: mail order & visitors receive a discount card worth 7½ %.
CLUBS & SCHOOLS receive a discount of 10% off purchases over £35 & 15% off purchases over £85.

5, BRAUNSTONE GATE
LEICESTER
LE3 5LH
TELEPHONE (0533) 549182
OPEN FROM 9.30 TILL 6.00, MONDAY TO SATURDAY.

THE BEST SELECTION OF SCIENCE FICTION, FANTASY & WAR GAMES IN THE MIDLANDS.

Bagnall

John W Bagnall Ltd
44 Piccadilly Hanley
Stoke on Trent Tel 263574

GAMES UNLIMITED

Probably the largest selection of Games you will ever see

2, Castle St., Kingston
Tel: 01-549 6486

ESDEVIUM GAMES

LOW COST MAIL-ORDER SPECIALISTS

SHOP OPEN: *9.30 – 1.30. 2.30 – 5.15 on Mon, Tues, Thurs, Fri. 9.15 – 5.15 on Saturday*

• Come & see the BIGGEST & BEST Selection of Games, Rules & Accessories in the South

Wide selection of boards, pieces & sets for CHESS, GO, SHOGI, MAH JONG, BACKGAMMON, TRI-CHESS ...
CITADEL, RAL PARTHA, Q.T. & T.S.R. Fantasy and Science Fiction miniatures at manufacturers prices p&p 10% (12p min. - 90p max.) Overseas p&p 30% (50p min.)

Science Fiction

- Swords & Stars (SP1) £7.95
- Shooting Stars (Yaq) £11.95
  Dune (AH) B, R £10.95
  Starfleet Battles (TF) £12.95
  Starfire, Asteroid 04 (TF) £3.50
  Awful Green Things Outer Space £7.50
  John Carter of Mars (SP1) £12.95
  Asteroid (GDW) £4.95
  Kung Fu: 2100 (SJG) £2.50
  Time Tripper (SP1) £5.95
- Wreck of the BSM Pandora (SP1) £4.95
- Space Opera (FGU) R, Bxd £9.90
- Ground & Air Equipment (FGU) £3.15
- Outworld, Star Sector Atlas (FGU) £3.95 each
- Alien Base, Martigan Belt (FGU) £3.25 each
  Warpwar, Artifact (MGC) £3.50 each
  Cosmic Encounter (EON) £9.95
  CE Expansion Kits 1-7 £3.95 each
  Quirks (Eon) £5.95, Expansion Kits £3.95
- Dawn of the Dead (SP1) £5.95
- Diadem (FGU) £13.95
- Outpost Gamma, Star Viking (Her) £4.50
- Dimension Demons (MGC) £3.50
- Amoeba Wars (AH) £10.95
- Millenium (IT) £13.95
  Idro (IT) £12.50
  The Air Eaters Strike Back (MGC) £5.95
  Escape from New York (TSR) £7.50
  Space Empires (May) £3.95
- Helltank (MGC) £3.50
  Revolt on Antares (TSR) £2.95
  They've Invaded Pleasantville (TSR) £2.95
  Ultrawarrior (TF) £3.50
- Attack of the Mutants (Yaq) £6.00
- Azhanti High Lightning (GDW) £17.95
- Demon's Run (Yaq) £6.00
- Asteroid Pirates £6.00
- Kroll & Prumni (IT) £11.95
- Car Wars (SJG) £2.50
- Aftermath (FGU) R £12.50
- Into the Ruins (Scenario) £3.95
- Universe (SP1) R £12.95
- Fifth Frontier War (GDW) £11.95

SF – Traveller R, S (GDW)

Deluxe Edition £9.95
† Basic Rules Set £5.95
Book O-Introduction,
Mercenary,*Highguard £2.95 each
1001 Characters, Animal Encntrs, Citizens, Spinward Marches, 76 Patrons, Traders & Gunboats, Library Data, Fighting Ships
- IISS Ship Files, Starship Layout Pads
- Merchants & Merchandise, Scouts & Assassins,
- The Vanguard Reaches, Beyond, SORAG, £1.95 each
  Ship's Papers, System Data Sheets £1.50 each
- Ship Plans:
  Tethys, Leander £3.75 ea. Fenris £5.95
  King Richard £7.95
  Scenarios:
- Twilight's Peak, Leviathan, Kinunir,
- Research Station Gamma, Marooned/Mar. Alone, Trillion Credit Squadron
- Argon Gambit/Death Station
- Shadows/Annic Nova £2.50 each
  Ley Sector (JG) £3.50
- † Saples, Lomodo IV, Nithus £3.95 each.
  Glimmerdrift Reaches (JG) £3.50
  Doom on the Singing Star (JG) £8.95
- Amycus Probe (JG) £4.50
- Crucis Margin, Ghostring (JG) £4.50 each

† **Special Offer**
* **New Arrival**
R **Role Playing Rules**
S **Play Solo**
B **Boardgame**
M **Miniature Rules**

Access

You may phone orders and pay by ACCESS

Fantasy – Role Playing Dungeons & Dragons R

- Basic Set £8.50, *Rule Book £3.95
  D & D Expert Set £8.50, Rulebook £3.95
- Fiend Folio, Monster Manual, Players Handbook, Deities & Demi-Gods £8.50 each
  Referees Guide £9.95
  TSR Adventure Modules: (Levels):
  (1-3): B1, T1 £2.95 each, B2, B3, U1, £3.50 each
  (2-4) L1 £3.50, (3-14) X1, X2, £3.50 each
  (4-7) A1, A3 £2.95 ea, A2, A4 £3.50 ea.
  (5-7) C1 £3.95, C2 £2.95; (5-10) S2 £2.50
  (6-14) S1 £2.95; (8-12) S3 £4.95
  (6-9) G1-2-3 £3.95, (9+) D1-2 £3.95
  (10-14) D3 £2.95, Q1 £3.95
- Thieves Guild I £7.95, II & III £4.95 ea.
- Book of Ruins (JG) £2.99
- Haven City £10.95
- Portals of Irontooth (JG) £2.99
- 3 Quests for Adventurers (Nec) £2.40
- Official D&D Miniatures £4.50 & £7.50
- Handbook of Tricks & Traps (DT) £5.95
- Monster File No. 1 (DT) £3.50
  City of Carse £5.50
- Cities, Towns of the Outlands £4.50 each
- Trial by Fire, Hangman's Hill, Ilhiedrin Book £2.99 each
- Dragon's Hall, Ventek £2.50 each
- Beholder Scenarios £1.00

The Fantasy Trip (MGC) R

In the Labyrinth (for Referees) £3.50
Wizard, Melee, Death Test I, II £3.50 ea.
Advanced Melee, Adv Wizard £3.50 each
Tollenkar's Lair £2.25
Grail Quest, Silver Dragon £3.50 each
- Unicorn Gold, Security Stn (MGC) £3.50 each
- Fantasy Masters Codex £7.50

Tunnels and Trolls (FBI) R £3.95

Boxed Set £6.95
Character Sheets £1.65
Solo Dungeons:
Overkill, Buffalo Castle, Labyrinth, Naked Doom, Sorcerer Solitaire, Sword for Hire, £2.00 each
Beyond the Silvered Pane,
Arena of Khazan £2.25 each
City of Terror £3.75
- Dargon's Dgn, Sewers of Oblivion £3.00 each
  The Toughest Dungeon £3.00
- Deathtrap Equalizer Dgn £3.30
- Blue Frog Tavern, Sea of Mystery £2.50 each
  Circle of Ice, Goblin Lake, Abyss £0.95 each
  For Dungeon Masters:
  Uncle Ugly's Underground,
  Dungeon of the Bear 1, 2 & 3 £1.50 each
  Catacombs of the Bear Cult £2.50

Runequest (Ch) R £8.95

Boxed Runequest £14.95
Source Packs £1.65 each
Cults of Prax, Foes £8.95 each
Cults of Terror £7.50
- RuneMasters, Plunder £4.50 each
- Gateway Bestiary £5.50
  Scenarios:
  Griffin Mountain £11.95
- Apple Lane £3.95, Snake Pipe Hollow £4.50
  Broken Tree Inn (JG) £2.95
  Duck Tower £4.50
  Hellpits of Nightfang £1.99
  Runequest Shield £1.99
- City of Lei Tabor (JG) £4.95
- Duck Pond (JG) £4.50

Chivalry & Sorcery (FGU)

Rulebook £6.50
Sourcebook, I £4.95, II £4.50
Swords & Sorcerers £4.95
Arden £4.95
Saurians £6.95

Mortal Combat R £3.90
Cardboard Heroes £2.45
Sets I, II, III, IV.

Fantasy Games

† Mystic Wood (PHI) £6.95
Demons (SPI) Boxed £4.75
† Wizard's Quest (AH) £10.95
† Sorcerer's Cave (PHI) £6.90
S. Cave Expansion Kit £2.95
Fantastic Encounters S £3.00
Middle Earth (SPI) £12.95
War of the Ring (SPI) £9.95
Superhero 2044 (GSC) R £3.95
- Hazard (JG) (SprHero Aid) £1.50
  Swordquest (TF) £5.95
- Zargo's Lords (IT) £13.95
- Iliad, Odyssey (IT) £9.95 each
- Magic Wood (IT) £6.50
- Arduin Adventure (Bxd) £7.95
  Wohrom (IT) £13.95
  Call of Cthulhu (Ch) R £15.95
  Stormbringer (Ch) R £15.95
  Barbarian Prince, Demonlords (DS) £4.50
  Empire of the Petal Throne £15.95
  The Castle £3.95
  Stormbringer (Ch) R £15.95
- Dragon Pass (Ch) £12.95

Board Wargames – PreXXth Century

† War and Peace (AH) £10.95
Middle Sea (FGU) £12.45
† Kingmaker (AH) £9.95
Ram Speed (MGC) £3.50
Campaigns of Napoleon (WEG) £10.95
Kingmaker (PHI) £9.95
† Thin Red Line (Yaq) £11.95
Arcola, 100 days (OSG) £3.50 each
Empires of the Middle Ages (SPI) £12.95
- Yorktown (IT) £11.95
- Jena (IT) £12.95
- Waterloo (IT) £14.95
- Attila the Hun £10.95
- Alaric the Goth (SSI) £10.95
- Jihad! (SimCan) £7.75
- Oregon Trail (FGU) R £9.95
- Fury of the Norsemen (MGC) £3.50
  House Divided (GDW) £8.50
  Battle and Leaders (Yaq) £14.95
- Little Big Horn (IT) £16.50
- Attila (IT) £13.50
- Austerlitz (IT) £16.95
  Battle of Salamanca £9.95

Board Wargames – XXth Century on

- East & West (IT) £15.95
- Trenchfoot (GDW) £8.50
- Hot Gap, Fifth Corps (SPI) £6.95 ea.
- Tito, Paratroop (SPI) £6.95 each
- Fall of France (GDW) £16.95
  Suez '73 (GDW) £9.95
  Battle for Stalingrad (SPI) £10.50
  Norge (OT) £14.95
  Rommel (IT) £16.95
  Axis and Allies (GSI) £14.95
  The Longest Day (AH) £40.00
  Fortress Europa (AH) £10.95
- Kanev (PG) £7.95
- Ace of Aces (WWI Aerial) £9.95
- Ace of Aces Powerhouse £9.90
- Stalin's Tanks (MGC) £3.50
  Operation Pegasus (TF) £5.95
  Squad Leader (AH) £11.45
  Cross of Iron (AH) £9.95
  Crescendo of Doom (AH) £10.95
  Raid on Iran (SJG) £2.45
  Assault on Leningrad (WWW) £4.25
  Armour at Kursk (TF) £5.95
- Third Reich (AH) £10.95

Other Games

- Grass £4.35
  Game of Ancient Kingdoms (HT) £10.00
  Ephemeris £6.95
- Jolly Roger (IT) £6.90
- Tabu (IT) £7.50
- Civilisation (HT) £17.00
- Doublethink £5.50
- Skirrid, Entropy £6.90 each
- Election (Int) £7.50
  Maneater £7.45
  Black Spy (AH) £4.50
  Ra (IT) £8.50
  Alaska £9.95
- Escape from Colditz £10.65
  Hare & Tortoise £9.50
  Game of Nations £9.45
  Othello £7.50

Power Politics/Diplomacy/ Economic Games

Diplomacy (PHI) £9.95, (AH) £11.95
Samurai (AH) £10.95
After the Holocaust (SPI) B £11.95
Der Fuhrer (LS) S,B £2.99
- Roaring 20's (Yaq) £6.95
  Machiavelli (AH) £10.95
  Apocalypse (GW) £7.95
- Imperium Romanum £17.90
  Mercenary (FGU) Bxd £7.95
- Empire (IT) £13.95
  Down with the King (AH) £9.95
  Medici (IT) £9.95

Business Games

Bureaucracy (AH) £12.95
Acquire (AH) £11.95
1829 (HT) B £17.00
Fortune (PHI) B £12.90
Oil Depots & Ironmaster (DGW) B 95p
Rail Baron (AH) B £11.95
Business (Wadd) £9.95
Foreign Exchange (AH) £11.95
Market Madness (Yaq) £7.95
Railway Rivals (RG) £4.35

Sports Games

Strat-O-Matic Baseball (6 teams) £7.95
S-O-M Ice Hockey (All teams) £13.95
Soccer Stars (9.95
Time Travel Baseball £11.95
Run Chase Cricket (GU) £3.70
NBA Basketball (AH) S £11.95
USAC Auto Racing (AH) S £10.95
- Title Bout (AH) S £12.95
  Neck & Neck (Yaq) £6.95

Magazines

The Space Gamer (SJG) £1.75
The Dragon (TSR) R £2.60
White Dwarf 80p
Best of White Dwarf Articles £1.75
Traveller's Journal £1.55
Pegasus, Adventure Gaming £2.10 ea.
StormLord, Dragon Lords 50p each
Different Worlds £1.80
Sorcerer's Apprentice £1.50
Fire & Movement £2.00
Strategy & Tactics (+ game) £3.95
Wargamer (+ game) £3.10
- Alien Star, Quasits & Quasars 85p
- New Beholder 80p
  SEWARS 80p, Palantir 55p
  Wyrms Footnotes £1.55
  Ares (SPI) £2.95
- Red Giant, Black Rider 55p each
  Wanderer, Wyrm's Claw 70p each
  The General (AH) £1.70

These were just some of our games. Our catalogue contains details of virtually all games available in the U.K. Send 16p in stamps & 17p s.a.e. (overseas 4 i.r.c.) for a copy (or free with orders over £5.00)

MAIL ORDER CHARGES: *UK/BFPO/Under £6 – Add 20p. £6 and over – post free. Overseas: Surface Mail – Add 30% (Minimum 80p). Europe Air Mail – add 40% (minimum 95p); Air Mail elsewhere – add 75% minimum £1.50) except Yaq, AH & Phl, IT, games – add 100%.*
Payment in £ Sterling please.

ESDEVIUM GAMES (W9)
185 Victoria Road
ALDERSHOT Hants GU11 1JU
Tel: Aldershot 311443
or (evenings) Farnham 722269

– NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS

new releases from
Judges Guild

APPROVED FOR USE WITH *ADVANCED DUNGEONS & DRAGONS*

Trial by Fire: An introductory level dungeon complete with pre-rolled characters **£2.99**

House on Hangman's Hill: A haunted house scenario, suitable for groups of six 3rd or 4th level characters. . **£2.99**

The Illhiedrin Book: A wilderness/dungeon scenario, suitable for introductory level characters. **£2.99**

Portals of Irontooth: Three mini-scenarios for unsuspecting campaign adventurers to fall into, featuring iron-fanged denizens **£2.99**

Portals of Twilight: Third of the Portals series, containing wilderness, town and castle scenarios. **£3.50**

Dragon's Hall: A dungeon suitable for 1st and 2nd level characters of all classes. May also be played solitaire (with a DM) **£2.50**

Zienteck: A wilderness/dungeon adventure suitable for character levels 5-9 . . . . . **£2.50**

Lara's Tower: A race against time wilderness/dungeon adventure suitable for character levels 4-7 . . . . . **£1.99**

APPROVED FOR USE WITH *TRAVELLER*

Crucis Margin: Located in the Gateway Quadrant this is a non-aligned sector, rimward from the trailing edge of the Imperium. Complete with sub-sector charts, judges information and a complete sector chart. **£4.50**

Marooned on Ghostring: A scenario set on the unexplored and unexploited planet Ghostring. **£4.50**

Rogue Moon of Spinstorme: Second in the series of connected adventures set in the Ley sector of Gateway Quadrant. Rogue Moon, features a Star commando raid on a fortress **£3.95**

Simba Safari: A safari scenario for the idle-rich, big game hunters of the *Traveller* universe. Complete with Safari ship plans, subsector and world charts and some curious new creatures **£4.50**

UNIVERSAL SUPPLEMENTS & SCENARIOS SUITABLE FOR MOST FANTASY ROLE–PLAYING GAMES

The Tower of Indomitable Circumstance: A six level tower with underground complex, suitable for beginning level characters or one higher level character (& judge) . . . **£3.50**

Ravenscrag: A guide with which to create an adventure in and around Ravenscrag castle. Complete with encounter tables, personalities etc. **£6.95**

F'dech Fo's Tomb: Three low level scenarios featuring: 'F'dech Fo's Tomb', 'Ninax's Castle' and 'Lair of the Jaguar.' Includes a conversion chart to cover any RPG. **£1.50**

Heroic Expeditions: Contains 'Spear of Darkness' a dungeon adventure for two heroic Orcs. 'The Book of Ancestry' a wilderness quest for two Halflings and 'Cave of Despair', a solo dungeon adventure for 12th level + character . . . **£2.99**

Masters of Mind: A guide to psionic powers (mind power) complete with game aids, godly psionics, artifacts and charts to convert the information for use in any RPG **£6.50**

Restormel: A fortress and village threatened by the mutant 'deep lurkers' is the challenge in this beginning level scenario. **£4.50**

UNIVERSAL SCIENCE FICTION GAME SUPPLEMENTS

Port O'call: Tarlkin's Landing - first of the Port O'call series, Tarlkin's Landing is a scenario set around a spaceport and town. Complete with characters and adventurers, 15mm building plans and statistics that enable the supplement to be used with any science fiction RPG **£4.95**

Empire of the Petal Throne: Nightmare Maze of Jigresh - Dungeon scenario for this classic RPG. **£1.25**

Villains & Vigilantes: Break in at Three Kilometre Island - Vigilantes versus the villains in a fortress island scenario **£1.99**

Dungeons & Dragons is the registered trade mark of *TSR Hobbies Ltd.*
Traveller is the registered trade mark of *Games Designers' Workshop.*

All JUDGES GUILD products are distributed exclusively in the UK by GAMES WORKSHOP LTD. They are available from all better games shops nationwide, but in case of difficulty, send an S.A.E. for a price list and order form to: Games Workshop Ltd, 27-29 Sunbeam Road, London NW10 6JP.

Following the success of GamesFair '81 - '. . . undoubtedly this year's best convention . . .' TSR proudly announce

GAMESFAIR '82

ON FRIDAY, SATURDAY AND SUNDAY, 2nd, 3rd, and 4th APRIL 1982 AT READING UNIVERSITY WITH SPECIAL STAR GUEST

E. GARY GYGAX

GamesFair '82 offers a full weekend of ADVANCED DUNGEONS & DRAGONS (R) and other great games, including a chance to compete in the second AD&D(TM) Open Championship for the title **'British AD&D Champion'**. Also featured will be a wide spectrum of Hobby games to test your skill including Traveller, Apocalypse, 1829, Railway Rivals and a number of NEW games. There will again be the ever popular array of computer arcade games. AS AN EXTRA SPECIAL FEATURE E. GARY GYGAX WILL BE PRESENT THROUGHOUT THE WEEKEND ANSWERING YOUR QUESTIONS AND POSSIBLY RUNNING A DEMONSTRATION GAME.

Full details and confirmation of events will be given in the GamesFair programme.

Both residential tickets and non-residential tickets will admit holders to the convention complex throughout the weekend. Residential tickets include two nights in your own university study-bedroom and full English breakfast on Saturday and Sunday. Inexpensive meals will be available to *all* ticket holders throughout the weekend in the convention area.

Entry to the two-day AD&D Open Competition is limited and *must* be registered in advance. The competition is only open to those booking tickets and a £1.00 fee is payable. Successful bookings will be confirmed by post and programmes sent before the event. Tickets will be issued at the convention complex, and will be needed to gain access to convention facilities. We regret that non ticket holders will not be allowed entry and that refunds (minus a £2.00 administration charge) will only be possible on cancellations made before 31st January 1982. Persons under 14 years of age cannot be admitted.

We need your help

*Reliable, careful, experienced DMs are needed to help run the AD&D Open. Please mark your application accordingly if you would like to be a part of this great event.

*Would you like to run your own game? Let us know in good time and we will advertise it in the GamesFair programme.

BOOKING FORM: To TSR Hobbies (UK) Ltd.

Please send me . . . residential ticket(s) for GamesFair '82 @ £26 (£25 for PA members) (Please add £2.50 if you require a superior room with a sink) . . . . . .

Please send me . . . non-residential tickets for GamesFair '82 @ £6 (£5 for PA members) . . . . . .

I wish/do not wish to enter the AD&D Open. Fee £1. . . . . .

TOTAL . . . . . .

I am/am not a member of the PA.
My membership number is. . . . . .
I do/do not wish to help DM the Open.
(On a separate piece of paper, please give some details of your experience.)
I would/would not like to run a game of my own. Please specify:

. . . . . .

My name: My address:

Please make cheques/PO's payable to TSR Hobbies (UK) Ltd., and send to the organizers at GamesFair, TSR Hobbies (UK) Ltd., The Mill, Rathmore Road, Cambridge, CB1 4AD. Telephone: Cambridge 0223 212517/8.

BOOK EARLY TO AVOID DISAPPOINTMENT

If booking for more than one person please include all names and addresses.
If you do not want to deface your WHITE DWARF send the information on a piece of paper.

SOUTH LONDON WARLORDS
present

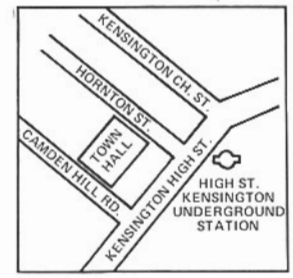
SALUTE 1982

on
Saturday 3rd April 1982
at Kensington Town Hall
Hornton Street W8
from 10am to 5pm

This year we have even MORE ROOM so we will have approx. 40 tables for PARTICIPATION and DEMONSTRATION wargames. The 20 trade stands will include all the top names

PLUS
Computer Wargaming
Painting Competition

Details (with SAE please) from:
J. Merritt (Hon Sec)
110 Salehurst Rd SE4



Also: Margate 82 incorp. National Wargames Convention 8-10 October 1982
LARGEST WARGAMING EVENTS IN THE SOUTH NOT TO BE MISSED

The Games Store, Swansea

Britain's newest games shop specialising in science fiction, fantasy, strategy and family games.

What makes us different?

Express Mail Order Service
(Access & Barclaycard welcome)
1. We despatch games from our current stocks within 24 hours of the receipt of your order.
2. No postage charges on UK orders over £6.00.
3. Regular 'special offers' on games and play aids.

Send large S.A.E. for free lists by return.

The Games Store,
Salubrious Passage,
Wind Street, Swansea SA1 3RT
Telephone: (0792) 474390

THE SCIENCE FICTION, COMIC AND GAMES SHOP

Forever People

59, PARK ST, BRISTOL, ENGLAND.

OPEN SIX DAYS A WEEK 10-6

Tel 0272 25454

ILLUSION

Miniatures for Fantasy Gaming in 54mm.
All masters individually sculpted.
Animation second to none.
Send large s.a.e. for details to:-
J. J. Marlow
ILLUSION
Sleepy Hollow
Brafield on the Green
Northampton. tel. N'ptn 891496
Trade enquiries welcome

AT LAST . . .

SOUTH BEDFORDSHIRE'S ONLY SPECIALIST HOBBY GAMES AND MILITARY MODELLING SHOP IS NOW OPEN

STOCKIST OF:-

DUNGEONS & DRAGONS • TRAVELLER • RUNEQUEST • TUNNELS & TROLLS • SPACE OPERA • CHIVALRY & SORCERY.
PLUS A RANGE OF FANTASY FIGURES BY CHRONICLE & CITADEL.

A GOOD SELECTION OF BOARD GAMES ALWAYS IN STOCK.

THE GUARD ROOM

38 WEST STREET, DUNSTABLE. Tel: (0582) 606041

This is Free Trader Beowulf,
calling anyone. . .
Mayday, Mayday. . . we are under
attack. . . main drive is gone. .
turret number one not responding . . .
Mayday. . . losing cabin pressure
fast. . . calling anyone. . . please help. . .
This is Free Trader Beowulf. . .
Mayday. . .

TRAVELLER
Science-Fiction Adventure in the Far Future

Game Designers' Workshop

TRAVELLER

Science-Fiction Adventure in the Far Future

GDW's award winning SF role-playing game!

Game Designers' Workshop
P.O. Box 1646,
Bloomington, IL 61701
USA

Military Simulations
18 Fonceca Street
Mordialloc, VIC 3195
Australia

Games Workshop
27/29 Sunbeam Road
Park Royal
London NW10
UK

Games OF LIVERPOOL

50-54 MANCHESTER ST.,
LIVERPOOL L1 6ER

UNIT 20, MERRION CENTRE,
LEEDS 2

SHOPS OPEN MON.-SAT. 9 a.m. to 5.30 p.m.

FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

FANTASY GAMES UNLIMITED inc.

SPACE OPERA

This fine system now has supplementary material which provides referees with scenarios, star-sectors, equipment and ideas all of which enlarge the scope of any campaign. Look out for lots more material, plus the Space Opera magazine: 'PK Crystal', out soon

TRADE ENQUIRIES WELCOME

CHIVALRY & SORCERY

For those C&S fans who have felt a little neglected recently we now have available C&S Sourcebook 2. Contains more details on Doors, Locks, Weaponsmithing, Spells for NPC's, Runes, Alchemetical Materials, Magic Items, Strategic Warfare system and lots more

ROLE-PLAYING GAMES

CHIVALRY & SORCERY: medieval/fantasy role-playing
Chivalry & Sorcery rulebook £6.50
C&S Sourcebook 1, supplementary material £4.95
C&S Sourcebook 2, supplementary material £4.95
Swords & Sorcerers, supplementary material £4.95
Saurians, prehistoric society and beasts £6.95
Arden; C&S scenario pack £4.95
Bireme & Galley, C&S naval combat £7.45
Castle Plans, 25mm scale castle floor plans £2.95
Fortification Plans; 25mm floor plans £2.95
Homes & Hovels; 25mm cut-out medieval buildings £3.25
Towers for Tyrants; 25mm cut-out medieval keep £3.95

SKULL & CROSSBONES — piratical role-playing
Boxed Set; rules, map, charts, etc £7.95
Pieces of Eight, S&C scenario pack, ships, boats, etc. £2.45

GANGSTER — criminal underworld role-playing
Boxed Set; rules, charts, etc £6.75

FLASH GORDON & THE WARRIORS OF MONGO
Rulebook £3.25

STARSHIPS & SPACEMEN — sf role-playing
Rulebook £3.95

SPACE OPERA — sf role-playing
Boxed Set with rules, charts, etc £9.95
Ground & Air Equipment, SO heavy weapons £3.15
Martigan Belt, SO scenario pack 1 ..... £3.25
Star Sector Atlas 1, planets in the Terran Sector £3.95
Outworlds: Star Sector and scenario ideas £3.95

AFTERMATH — post holocaust role-playing
Boxed Set, 3 rule books, charts, tables, etc. £12.50
Into the Ruins; Aftermath scenario pack 1 ..... £3.75

VILLAINS & VIGILANTES — superhero role-playing
Rulebook £3.25

WILD WEST — western role-playing
Boxed Set; rules, maps, charts, etc. £8.95
Trouble on Widows Peak: Wild West scenario pack £2.75

BUNNIES & BURROWS — intelligent rabbit role-playing
Rulebook £3.25

BOARD GAMES

Colony Delta; human vs alien sf combat £7.95
Diadem; clash of rival planetry empires £13.95
Conquest of North America; historical game of colonisation £4.75
The Dragon Lords; Fantasy wargame £9.95
Lords & Wizards; fantasy wargame £9.95
Middle Sea; multi-player feudal empires game £12.45
Oregon Trail; old west wagon trains £9.95
Mercenary; renaissance warfare and intrigue £7.95
Madame Guillotine; the french revolution £2.25

RULE BOOKS

Space Marines; sf ground combat £3.95
Archworld; fantasy battles £3.25
Down Styphon; pike & shot fantasy £2.25
Fire, Hack & Run; pre-1880 skirmish £2.25
Frederick the Great; 7 years war £2.75
Giac My; war in Vietnam £2.95
Gladiators; combat in the arena £2.25

TUNNELS & TROLLS
FANTASY GAMES SYSTEM

Rulebook (2nd edition) £3.95
Tunnels & Trolls, Boxed Set £6.95
Naked Doom, Solo Dungeon £2.00
Sorcerer Solitaire, Solo Dungeon £2.00
Sword for Hire, Solo Dungeon £2.00
Labyrinth, Solo Dungeon £2.00
Buffalo Castle, Solo Dungeon £2.00
City of Terror, Solo Adventure £3.75
Beyond the Silvered Pane £2.25
Arena of Khazan £2.25
Weirdworld, Solo Dungeon £2.00
Overkill, Solo Dungeon £2.00
Dungeon of the Bear, Levels 1, 2, 3, £1.50
Uncle Ugly's Underground £1.50
Dargon's Dungeon, Solo £3.00
Circle of Ice, Solo 95p
Abyss, Solo Adventure 95p
Goblin Lake, Solo Adventure 95p
Sorcerer's Apprentice Mag £1.10
T&T Character sheets, pad of 25 ..... £1.50
Sewers of Oblivion £3.00
Catacombs of the Bear Cult 1 ..... £2.50
Sea of Mystery, Solo Adventure £2.50
Grimtooth's Traps, Game aid £3.75

TRADE ENQUIRIES WELCOME

DICE

Poly Set (6 High Impact dice) £1.50
D4 **35p** each — D12 **35p** each
D8 **35p** each — D20 **35p** each
D10 **35p** each — D6 from **8p** each
Natural D20 — numbered 1-20 **35p** each

Griptop Bags

2¼ × 2¼ ins (per 100) £1.00
3½ × 4½ (per 100) £1.50
4 × 5½ (per 100) £2.00
5 × 7½ ins (per 100) £2.50
6 × 9 ins (per 50) £1.50

***ZARGONIANS* Trade Enquiries Welcome**
These 23mm tall, ready coloured cardboard counters, fixed in plastic stands, provide complete dungeon populations for those without the time to prepare and paint metal figures. **75p** per sheet (up to 24 pieces) **50p** per pack of 10 plastic stands
SEND SAE for full list

ACCESS — Buy it with Access
BARCLAYCARD

WHY NOT ORDER BY TELEPHONE USING ACCESS OR BARCLAYCARD save the trouble of sending a letter and cheque.

WE PREFER THIS METHOD — We can try to answer any queries and you will also be sure you are getting exactly what you want and sooner — normally by return of post.
P&P Order value over £6.00 — Free
Order value up to £6.00 — Add 25p

OVERSEAS TRADE ORDERS WELCOME

YAQUINTO GAMES

Barbarians: album games £5.95
Asteroid Pirates: album game £5.95
Demon's Run: album game £5.95
Attack of the Mutans: album game £5.95
Roaring Twenties: album game £6.95
Neck and Neck: album game £5.95
Market Madness: album game £6.95
Time Wars: sf game £9.75
Starfall: sf game £9.95
Battle: beginner's album game £4.95
Ultimatum: contemporary, strategic £8.50
CV: Battle of Midway £12.95
Beastlord: fantasy £11.75
Panzer WW2, tactical £10.75
Ironclads: naval £10.75
Swords and the Flame: colonial rules £2.95
Murfreesboro: ACW £9.95
Mythology: fantasy £10.50
Thin Red Line: Battle of Waterloo £12.50
Great Redoubt: Battle of Borodino £12.50
'88: WW2 Western Desert, tactical £11.95
Pickett's Charge: Battle of Gettysburg £11.95
Swashbuckler: album game £5.95
Ironclads Expansion Kit £9.95
Beachead: album game £4.95
Marine 2002: sf £11.95
Fast Attack Boats: album game £4.95
Hero: album game £4.95
Armour WW2, n/w Europe, tactical £15.95
Shooting Stars: sf £11.50
Dallas: album game £6.95

TRADE ENQUIRIES WELCOME

COMAND PERSPECTIVES

Beat to Quarters: Super-detailed Napoleonic naval rules £5.95
Presenting the ultimate in detailed ACW systems. C.P. games use the same basic rules with modifications for each game to bring our the characteristics of that particular battle.
Sharpsburg, (Zip-lock bag) £9.95
Road to Washington (Boxed) £12.95

TRADE ENQUIRIES WELCOME

Traveller: Boxed, 3 books £5.95
Mercenary: Book 4 of Traveller £2.90
High Guard: Book 5 of Traveller £2.90
Citizens of the Imperium: Traveller aid £1.90
Spinward Marches: Traveller sup £2.50
Kinunir: Traveller Adventure £2.50
Research Station Gamma: Adventure £2.50
Shadows: Annic Nova: Double Adv'ture £2.50
Azhanti High Lightning £14.95
76 Patrons: Traveller sup £1.95
Twilights Peak: Adventure £2.50
Leviathan: Adventure £2.50
Bright Face: Mithril: Double Adv'ture £2.50
Pen-Latol's World: Adventure £4.95
Encounters in the Phoenix Quadrant £1.99
Lev-Sector: Adventure £3.50
Trillion Credit Squadron: Adventure £2.50
Traders & Gunboats: Traveller sup. £1.95
IISS Files: Traveller ship plans £1.95
Glimmerdrift Reaches: Tr. sector £3.50

MAGAZINES *Trade Enquiries Welcome*
Fire & Movement: issue 25 ..... £1.95
Gryphon: issue 3 ..... £1.95
4 copy subs for either mag £7.80

DUNGEONS & DRAGONS

D&D Basic Set: rules, dice, adventure £8.50
D&D Expert Set: rules, dice, adv. £8.50
D&D Basic Rules only £3.95
D&D Expert Rules only £3.95
D&D Character Records sheets £1.95
AD&D Dungeon Master's Guide £9.95
AD&D Players Handbook £8.50
AD&D Monster Manual £8.50
AD&D Deities & Demigods £8.50
AD&D Fiend Folio £8.50
AD&D Dungeon Master's Screen £4.50
AD&D Character Record sheets £2.95
AD&D Player Character Folder £2.95
AD&D NPC Character Record sheets £2.95
AD&D DM's Adventure Log £2.95
Rogues Gallery, NPC stats. £2.95
World of Greyhawk £6.50
B1 D&D Basic Module £2.95
B2 D&D Basic Module £3.50
X1 D&D Expert Module £3.50
G1 AD&D Module £2.50
G2 AD&D Module £2.50
G3 AD&D Module £2.50
D1 AD&D Module £2.50
D2 AD&D Module £2.50
D3 AD&D Module £2.95
S1 AD&D Module £2.95
S2 AD&D Module £2.50
S3 AD&D Module £4.95
T1 AD&D Module £2.95
C1 AD&D Module £3.95
C2 AD&D Module £2.95
Q1 AD&D Module £3.95
A1 AD&D Module £2.95
A2 AD&D Module £3.50
A3 AD&D Module £2.95
A4 AD&D Module £3.50
L1 AD&D Module £3.50
Boot Hill Module 1 ..... £2.50
Gamma World Module 1 ..... £2.50
Top Secret Module 1 ..... £2.50

Game Snooze 2 now available. News, reviews, new titles. Board games, figures games, role-playing, sports games. PLUS: win a holiday for 3, with the sex symbol of your choice, in Gdansk! Game Snooze **30p**

Gorget and Sash; early modern warfare magazine Issue 2 ..... **95p**
GAME SNOOZE and G&S available to trade

BOARD WARGAMES

Trade Enquiries Welcome
SIM-CAN games:
JIHAD! The rise of Islam 632-732 ..... £8.95
DIVINE WIND: Strategic Pacific War game £8.95
Also available: Dark Stars; Assault on Tobruk, Lee at the Crossroads, Kriegsmarine; Raketny Kreyser, Quebec Libre; IJN; Torpedo: I Will Fight No More Forever; Le Grand Empire; Warring States, Peloponnesian War; all at £8.95

MARSHAL ENTERPRISES

La Bataille de Deutsch-Wagram: A 1600 counter, 34" × 88" map game of the huge battle which marked the climax of the 1809 campaign £24.45
La Bataille d'Austerlitz £17.45
La Bataille d'Espagnol-Talavera £9.95

AVALON HILL

Crescendo of Doom £10.95
Cross of Iron £9.95
Midway £10.95
Panzer Blitz £10.95
Panzer Leader £10.95
Richthofen's War £9.95
Russian Campaign £9.95
Squad Leader £11.45
War and Peace £10.95
Wooden Ships & Iron Men £9.95
Airforce £10.95
Dauntless £10.95
Flat Top £10.95
Dune £10.95
Magic Realm £10.95
Starship Troopers £10.95
The Longest Day £39.95
Fortress Europe £10.95
Circus Maximus £7.95
Caesar Alesia £9.95
Guns of August £11.45
Amoeba Wars £10.95
Moonstar £9.95
Gladiator £7.95

CHAOSIUM

Runequest, boxed kit £13.95
Dragon Pass, fantasy boardgame £10.95

PHILMAR GAMES

Sorcerer's Cave & Mystic Wood £5.95 each
Sorcerer's Cave Expansion kit £2.75

GAME SCIENCE

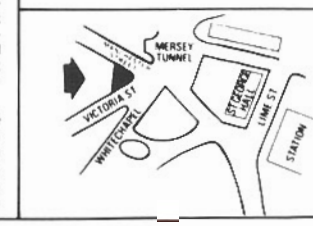
TRADE ENQUIRIES WELCOME
Empire of the Petal Throne £15.95
Star Fleet Battle Manual £3.95
Strike Team Alpha £3.95
Superhero 2044 ..... £3.95

PEOPLE'S WARGAMES

KANEV
A single map, 200 counter game of the largest Soviet Airborne operation in WW2. Exciting, playable and unpredictable. Designed by John Prados. Boxed £8.95
Korsun Pocket (Boxed) £19.95
TRADE ENQUIRIES WELCOME

VISIT OUR NEW LEEDS SHOP IN THE MERRION CENTRE

SEND SAE FOR LATEST LISTS.



GAMES ARE GROWING UP

GAMES USED TO BE JUST FOR KIDS; BUT NOW THERE ARE A NEW GENERATION OF GAMES. GAMES WORKSHOP'S GAMES ARE SPECIALLY DESIGNED FOR ADULTS AND OLDER CHILDREN. THE RULES MAY BE A BIT LONGER THAN IN YOUR AVERAGE GAME – BUT THESE ARE NOT AVERAGE GAMES. THEY DEMAND SKILL, STRATEGIC PLANNING, AND DIPLOMACY, YET THEY ARE EASY TO PLAY AND ARE GREAT FUN!

DOCTOR WHO – Daleks, Cybermen and other aliens will be met and must be overcome by strength or cunning as players search the galaxy for the Key of Chronos. K-9 and others who can give help will be found. Most importantly, items will be discovered that have strange powers. These must be used judiciously and with forethought. The great variety of items ensures that each game is different and builds to an exciting and hilarious climax. **For 2-6 players, aged 10 and over.**

VALLEY OF THE FOUR WINDS is designed as an introduction to the hobby of fantasy board wargaming. In a world of magic and monsters, the forces of good and evil are locked in an epic struggle. Each must seek the help of powerful independent beings in a quest linked to the main battle where the undead hordes are besieging the city. The discovery of the independents ensures variety and demands quick-witted changes in tactics. **For 2 players, aged 11 to adult.**

WARLOCK is a card-playing duel between wizards, each with a selection of beautifully illustrated spells to cast. They must be chosen skilfully, as they may be reflected, or wander off target, and they use power, the exhaustion of which eliminates the wizard. The novel play-system involves all the players continually in a fast, flowing game. *'one of the most promising games to come our way for a long time.' Games & Puzzles* – Spring 1981. **For 2-6 players, aged 12 to adult.**

APOCALYPSE requires diplomatic skills and a poker face as players attempt to build nuclear empires. The die is not used as a random element, but as the medium for out thinking your enemy in a totally unique combat system. Powerful nuclear weaponry adds the spice to a game that combines simple rules with high skill and great fun. (Formerly published as *Warlord*.) *'a work of genius', Military Modelling* magazine, August 1980. **For 2-4 players, aged 10 to adult.**

EACH GAME COMES IN A FULL-COLOUR, 11½"x 8½"x 2¼" BOOKCASE BOX, WITH FULL-COLOUR MOUNTED PLAYING BOARD. EACH GAME COSTS £7.95, INCLUDING POSTAGE AND PACKAGING.

To:
Games Workshop Ltd, Dept M6, 27-29 Sunbeam Road, London NW10.

Please send me:
Qty . . . Doctor Who Qty . . . Valley of the Four Winds
. . . Warlock . . . Apocalypse

I enclose a cheque/postal order for £. . . . . .
Or debit my ☐ VISA ☐
My Card No. is . . . . . .
Signature. . . . . .
Name (Block Capitals) . . . . . .
Address. . . . . .
. . . . . .
Games Workshop Ltd. Registered No. 1467092

GAMES WORKSHOP

Discover these and more at top games shops, including our own in:
London: 1 Dalling Road, Hammersmith, W6. Tel: 01-741 3445.
Manchester: 6 St. James's Square, Manchester M2. Tel: 061-832 6863.
Birmingham: Unit 37, Birmingham Shopping Centre, Birmingham B2. Tel: 021-632 4804.
Or by sending a cheque/PO for 70p (inc P&P) for our 64 page catalogue.

Games Workshop Ltd., Head Office and Mail Order Departments: 27-29 Sunbeam Road, London NW10. Telephone: 01-965 3713.

TELEPHONE ORDERING FOR ACCESS AND BARCLAYCARD HOLDERS: TELEPHONE: 01-965 3713

DUNGEONS & DRAGONS® NEWS

SUPERIOR NEW MINI GAMES at mini prices!

These are new TSR™ mini games featuring some thrilling new themes, attractively produced in colour with a pair of quality dice, and priced at only £2.95 (cheaper than many other games of an inferior quality). This is your opportunity to play exciting fantasy games, they're quick and easy to learn and can provide hours of fascinating play.

VAMPYRE™ Minigame — Players, in their hunt for Dracula, must take terrible risks to find 3 of his coffins in Transylvania's Carpathian Mountains. In the advanced game, only the bravest can defeat the vampyre within the heavily guarded walls of Castle Dracula.

THEY'VE INVADED PLEASANTVILLE™ Minigame — A game of alien infiltration — creates an atmosphere of creeping paranoia as one-by-one residents of this unsuspecting town are turned into glassy-eyed strangers. The "Normal" townspeople must find and defeat the alien before they too are "Invaded".

REVOLT ON ANTARES™ Minigame features 3 different science fiction scenarios pitting seven large family clans (the Seven Houses of Imirrhos) against the ruling Imperial Terran Empire; in league with an alien invasion; or in an all-out struggle amongst themselves.

SAGA™ Age of Heroes Minigame features Norse heroes combating awesome monsters, winning fabulous treasures and ruling great kingdoms in their quest to gain the greatest glory and to be an immortalized legend in song and story.

New Modules Too!

Here are the very latest Dungeon Modules — for low level characters, bringing you a new group of adventure settings and notes on how to expand your play.

DUNGEON MODULE B3
for the Basic Game
PALACE OF THE SILVER PRINCESS
(Character levels 1–3)

DUNGEON MODULE L1
for the Advanced Game
THE SECRET OF BONE HILL
(Character levels 2–4)

DUNGEON MODULE I1
for the Advanced Game
DWELLERS OF THE FORBIDDEN CITY
(Character levels 4–7)

At your regular adventure games supplier. If in difficulty contact:

TSR™ The Game Wizards

©1981 TSR Hobbies, Inc. All Rights Reserved

TSR Hobbies (UK) Ltd
The Mill, Rathmore Road,
Cambridge CB1 4AD,
Telephone: 0223 212517

The symbols ® & ™ denote trade marks owned by TSR Hobbies Inc. Wisconsin USA